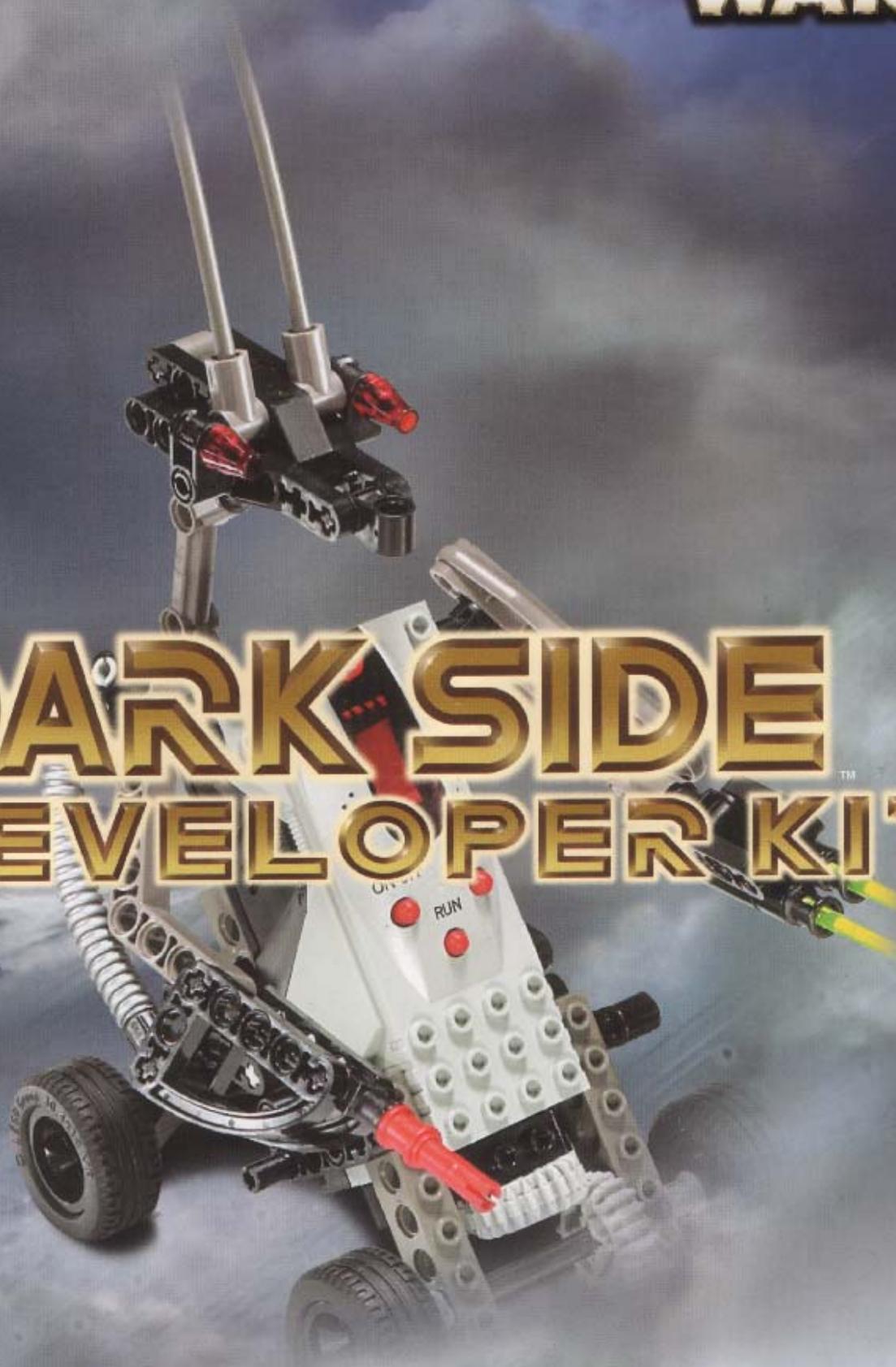




MINDSTORMS™

**STAR
WARS™**

DARK SIDE DEVELOPER KIT™



1

9754

CONSTRUCTION PROJECTS

Willkommen Sith Lehrling!

Durch das Dark Side Developer Kit™ von LEGO MINDSTORMS™ wird das Universum von Star Wars™ lebendig. Mit diesem Baukasten kannst du Roboter, Transportgeräte und Kreaturen bauen und programmieren, die genau tun, was du von ihnen verlangst. In dieser Constructopedia™ beginnst du dein Training als Sith™ Lehrling. Wenn du mit diesem Level fertig bist, kannst du mit Buch 2 weiter machen. Viel Glück, und möge die Macht mit dir sein.

Sith Lehrling



Sith Lord



Sith Meister



INHALT

Einleitung

Der Micro Scout

Seite 4

Erste Schritte

Einlegen der Batterien, Bedienung der Tasten

Seite 6

Der Lichtsensor

Seite 7

Programme

Seite 8

Y-Frame

Seite 10

L-8GO Navigator

Seite 14

Training

Überblick über die Ebene "Sith Lehrling"

Seite 32

Micro Walker

Seite 32

Micro Frame

Seite 34

Droiden-Raumjäger

Seite 38

Aufgabe

Der Stomper

Seite 52

Extras

Besonderheiten

Seite 54

Kennzeichnung der Teile

Seite 55

DER MICRO SCOUT

Der Micro Scout ist ein LEGO Mikrocomputer, der deine Erfindungen steuert. Mit dem Micro Scout kannst du Roboter, Transportgeräte und Kreaturen bauen, die sich bewegen und auf Licht reagieren.

Der Micro Scout verfügt über:

- einen Motor, der deine Modelle antreibt
- einen Lichtsensor, mit dem deine Modelle auf Licht reagieren können
- eine Anzeige und Tasten, über die du deine Erfindung steuerst





ERSTE SCHRITTE

EINLEGEN DER BATTERIEN

Für den Micro Scout sind zwei AA/LR6-Batterien erforderlich (nicht im Bausatz enthalten).
Wir empfehlen den Einsatz von Alkaline-Batterien.

1. Öffne den Micro Scout, indem du die Batterieabdeckung in Richtung der zwei Pfeile ziehst.
2. Lege die beiden Batterien ein ("+"-Zeichen auf "+"-Zeichen).
3. Schließe die Batterieabdeckung.

Wichtig: Wenn die Batterien des Micro Scout fast leer sind, erscheint ein Batteriesymbol  im Anzeigefenster.

Anleitung zur Verwendung des Batteriefachs: lege nie unterschiedliche Batterietypen oder alte und neue Batterien zusammen in das Batteriefach ein. Entferne die Batterien, wenn das Gerät längere Zeit nicht benutzt wird oder wenn sie leer sind. Auslaufende Batterien beschädigen das Batteriefach.

Warning: Changes or modifications to the Micro Scout not expressly approved by the party responsible for the compliance could void the users right to operate the equipment.

FCC-Erklärung: Dieses Gerät entspricht Teil 15 der FCC Vorschriften. Das Gerät darf nur unter den folgenden zwei Bedingungen betrieben werden:

1. Dieses Gerät darf keine schädlichen Störungen erzeugen.
2. Dieses Gerät muß gegen unerwünschte Auswirkungen solcher Störungen geschützt sein.



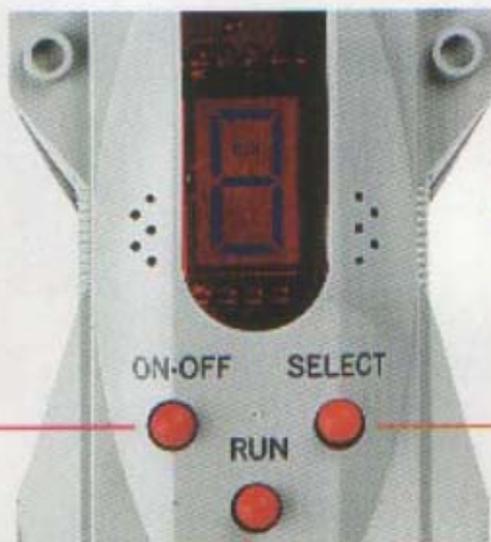
VERWENDUNG DER TASTEN

ON-OFF (EIN-AUS)
Damit schaltest du den
Micro Scout ein und aus.

*Bei "ON" ist der Micro
Scout einsatzbereit.*

SELECT (AUSWAHL)
Mit der Taste "Select" (Auswahl)
schaltest du durch die sieben
integrierten Programme und
das P-Programm.

** Auf der Internetseite
www.legomindstorms.com/darkside
erfährst du mehr zum P-Programm.*



RUN (START)
Mit dieser Taste startest und stoppst du den
Micro Scout.

*Bei laufendem Programm erscheint die
entsprechende Nummer in der Anzeige.*

LICHTSENSOR

Lichtsensor

An der Vorderseite des Micro Scout ist ein Lichtsensor eingebaut. Der Micro Scout reagiert damit auf Lichtwechsel.

Der Lichtsensor ist um 45° geneigt.



Wenn du deinen Roboter mit einer Lichtquelle steuerst, solltest du sie direkt auf den Lichtsensor richten.



KONTROLLPUNKT: LICHTSENSOR

1. Schalte den Micro Scout ein.
2. Drücke **Select** (Auswahl), bis "Programm 6" auf der Anzeige erscheint.
Dies ist das Alarm-Programm.
3. Drücke **Run** (Start).
Während der Micro Scout die Lichtstärke misst, erzeugt er einen Ton.
4. Bedecke den Lichtsensor mit der Hand oder richte ein Licht darauf, um den Alarm auszulösen
jetzt sollte der Alarm ertönen, und der Motor sollte sich drehen.



PROGRAMME

Um das Programm auszuführen, gehst du folgendermaßen vor:

- 1) Schalte den Micro Scout ein.
- 2) Drücke die Taste Select (Auswahl), bis das Programm, das du ausführen möchtest, auf der Anzeige erscheint.
- 3) Mit der Taste Run (Start) führst du das Programm aus.



1 EINE RICHTUNG



LED-Infrarotlicht

2 ZWEI RICHTUNGEN



LED-Infrarotlicht



LED-Infrarotlicht

3 DEM LICHT AUSWEICHEN



LED-Infrarotlicht



LED-Infrarotlicht

4

LICHTSTEUERUNG



LEGO Mindstorms



Wenn das Licht auf den Lichtsensor trifft



LEGO Mindstorms bewegt sich nach rechts, wenn das Licht auf den Lichtsensor trifft

5

IN DECKUNG GEHEN



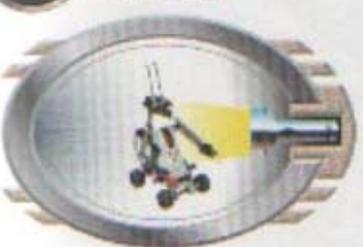
LEGO Mindstorms



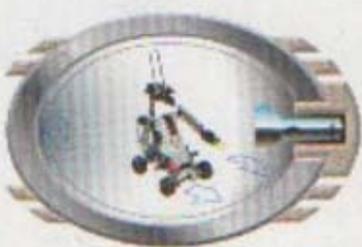
Wenn das Licht auf den Lichtsensor trifft, fährt das LEGO Mindstorms nach links

6

ALARM



LEGO Mindstorms zeigt den Alarm



Es gibt Lichtsensoren, die einen Alarm auslösen, wenn das Licht auf den Lichtsensor trifft

7

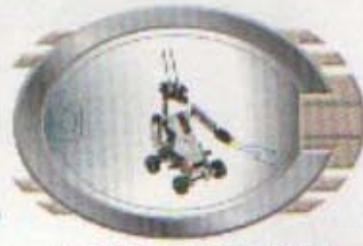
CODE



LEGO Mindstorms zeigt den Code



Wenn das Licht auf den Lichtsensor trifft, zeigt das LEGO Mindstorms den Code



Wenn das Licht auf den Lichtsensor trifft, fährt das LEGO Mindstorms nach rechts



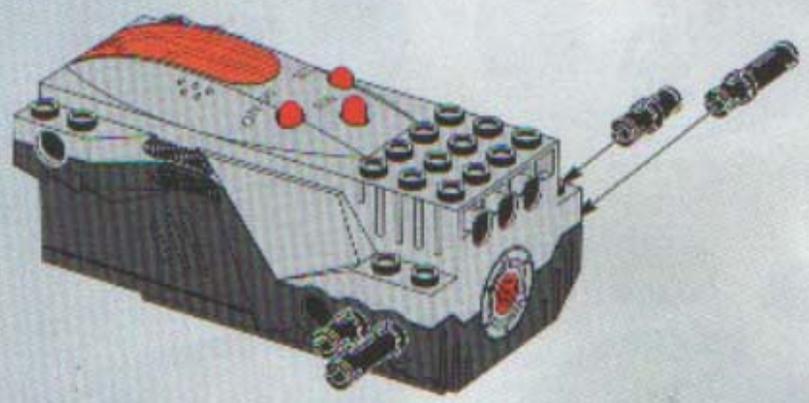
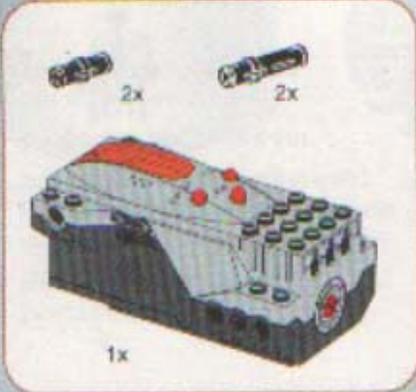
Wenn das Licht auf den Lichtsensor trifft, fährt das LEGO Mindstorms nach links

P

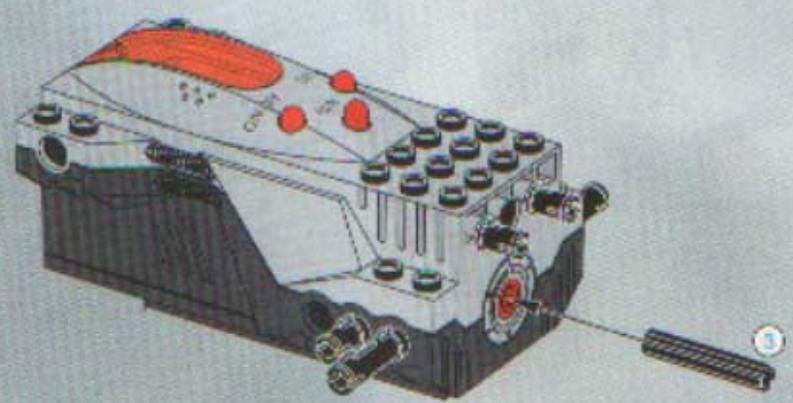
POWER-MODUS

Unter der Internetadresse www.legomindstorms.com/darkside erfährst du mehr über das P-Programm.

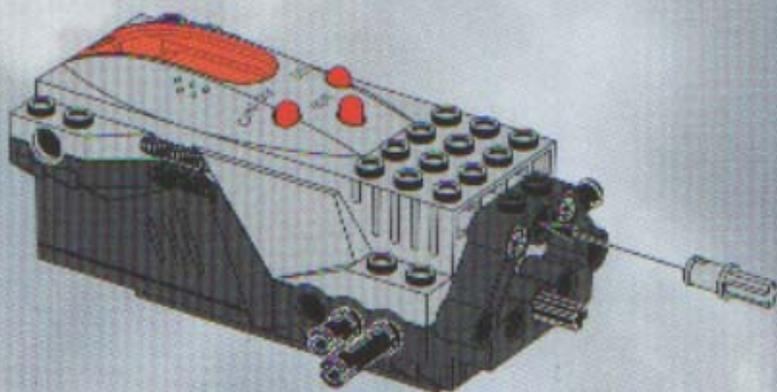
1



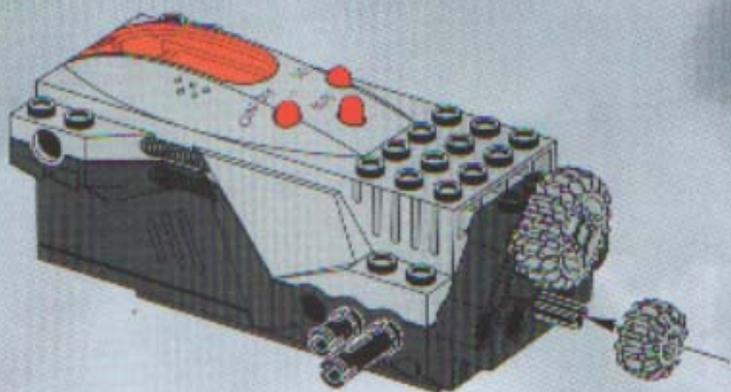
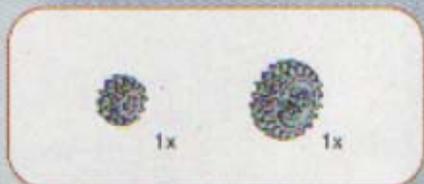
2



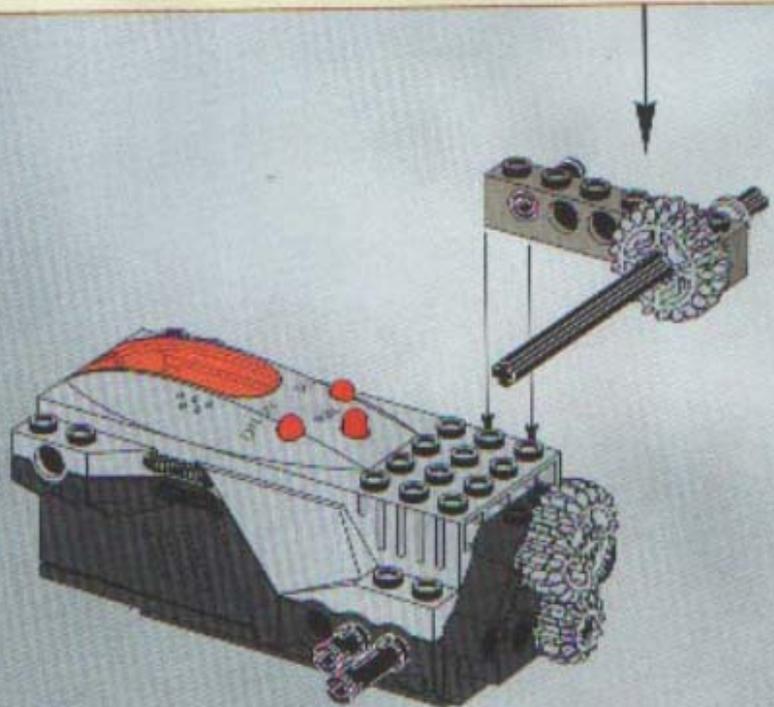
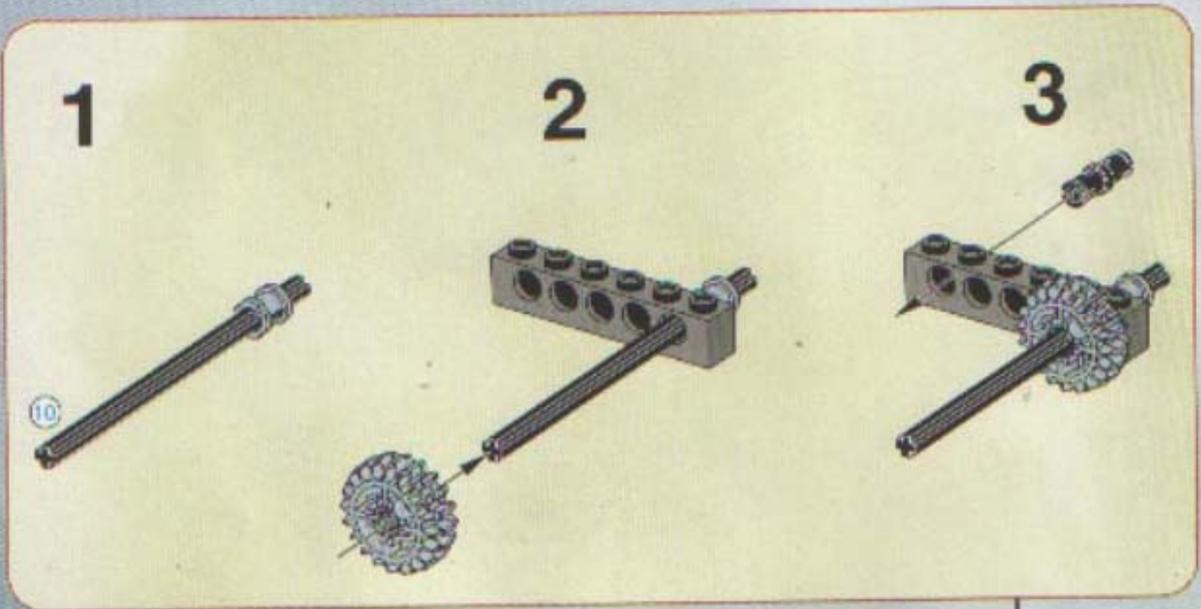
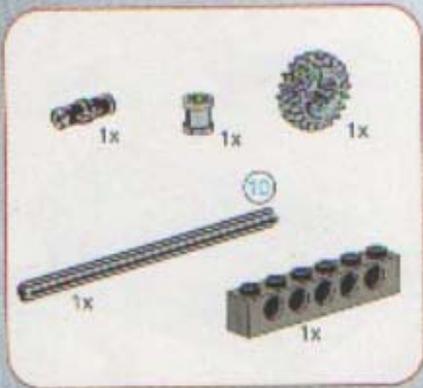
11



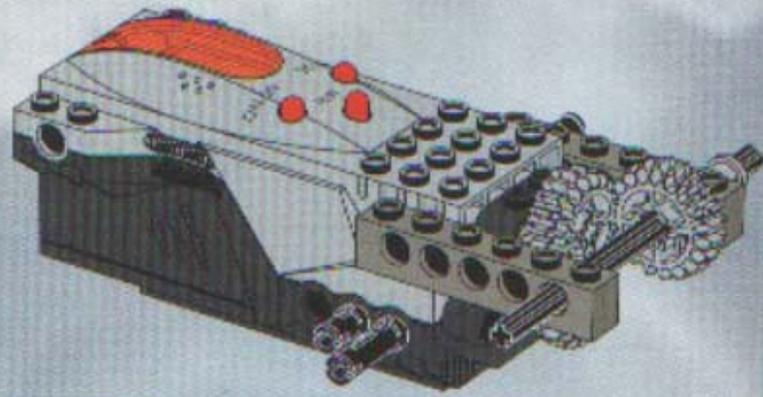
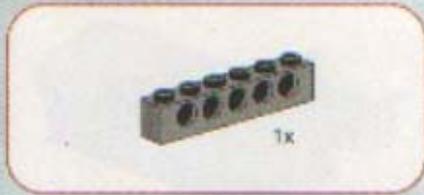
12



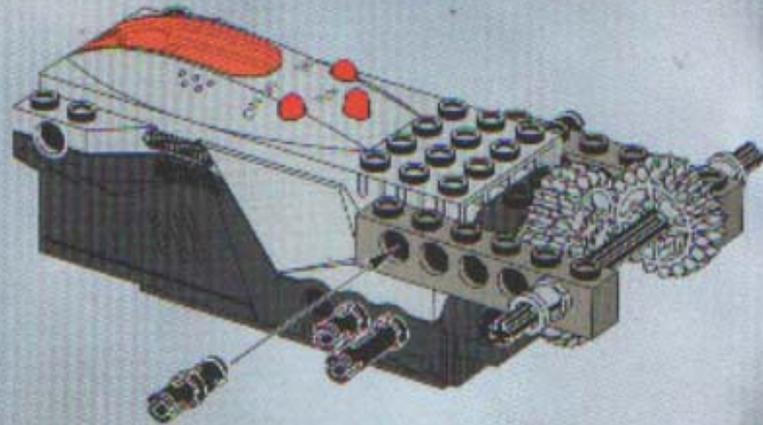
5



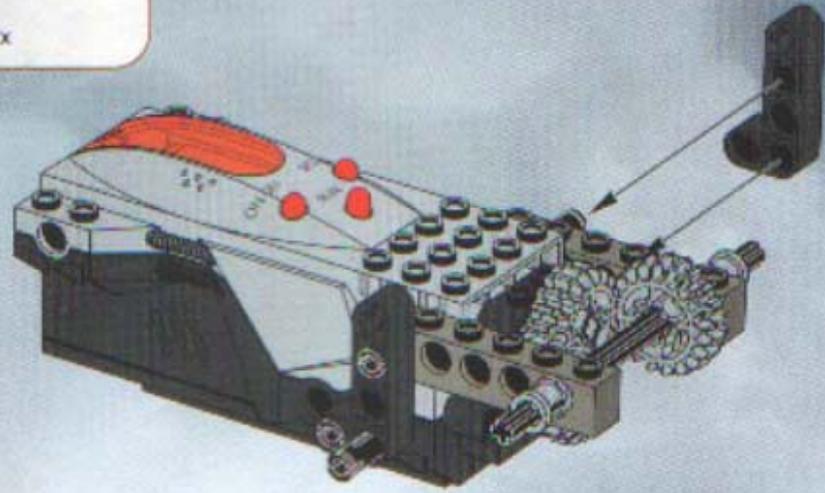
6



7



8



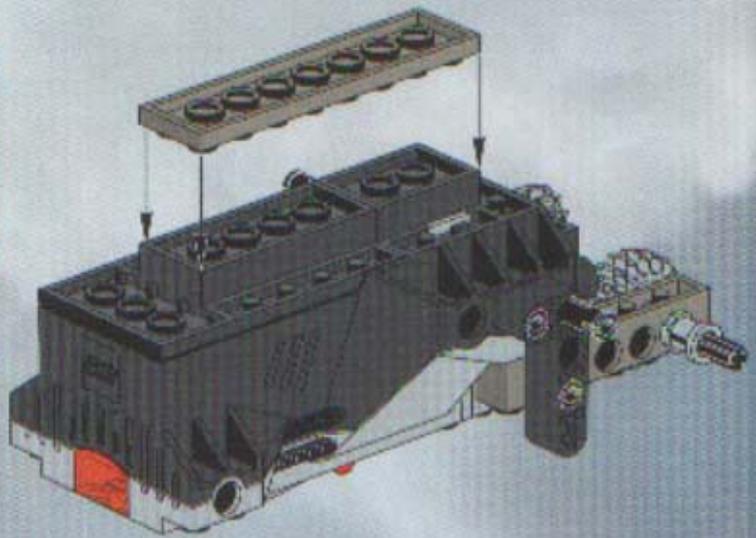
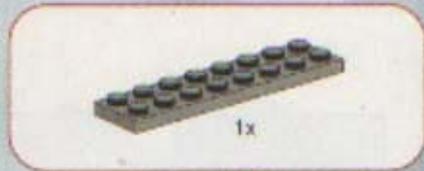
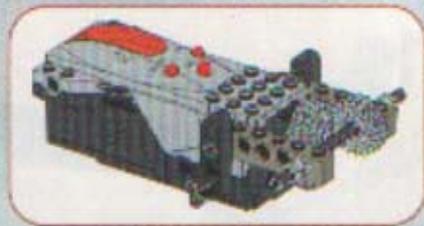
L-8GO Navigator

Das ist der L-8GO Navigator.
Baue diesen Roboter, um den
Micro Scout in Aktion zu erleben.

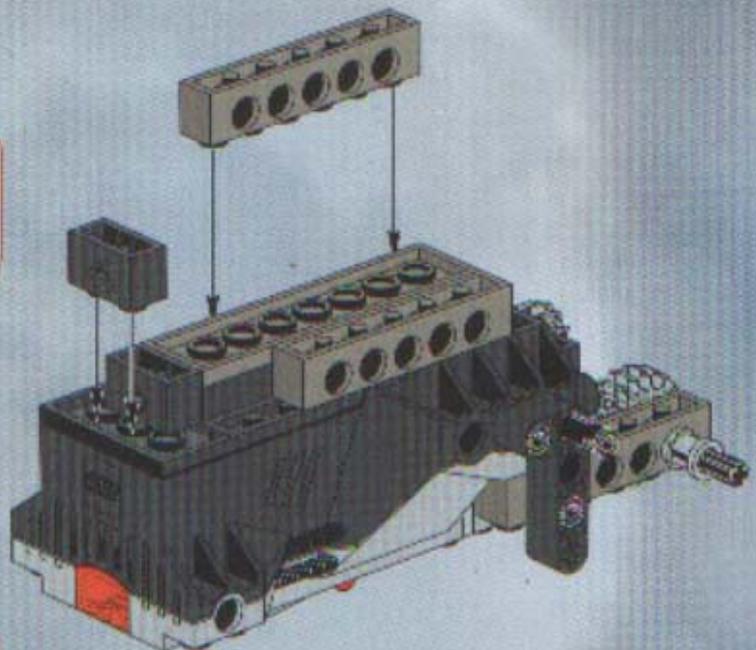
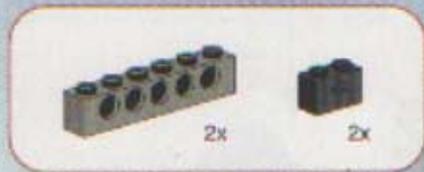




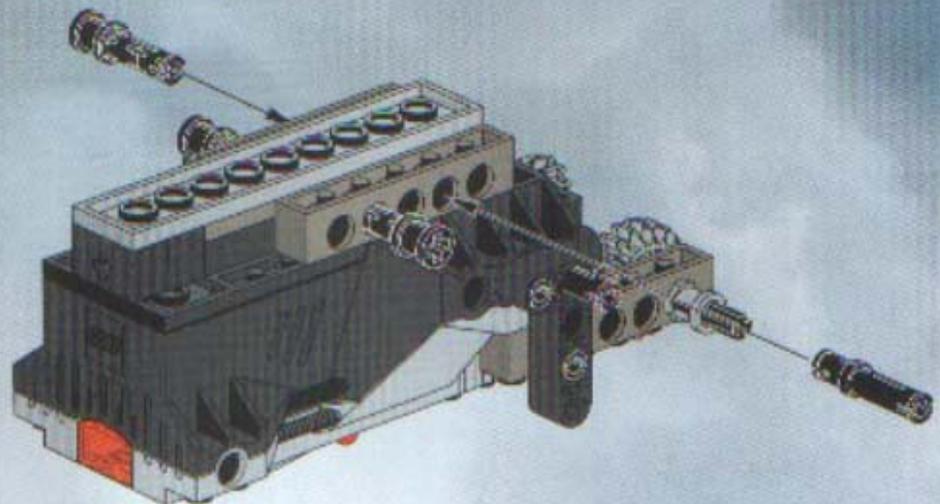
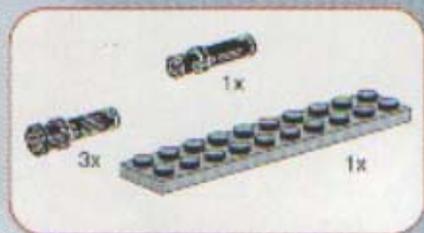
Lies auf Seite 10 nach, wenn du den Y-Frame noch nicht gebaut hast.



2

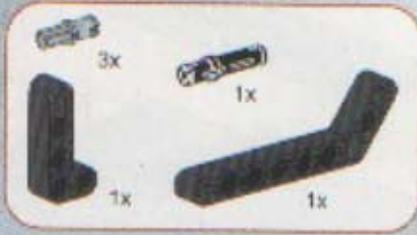


3

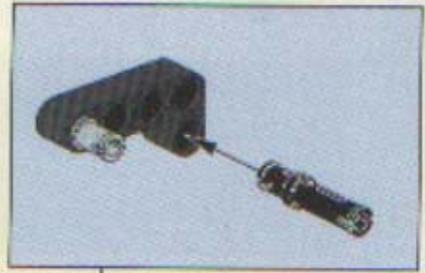




4



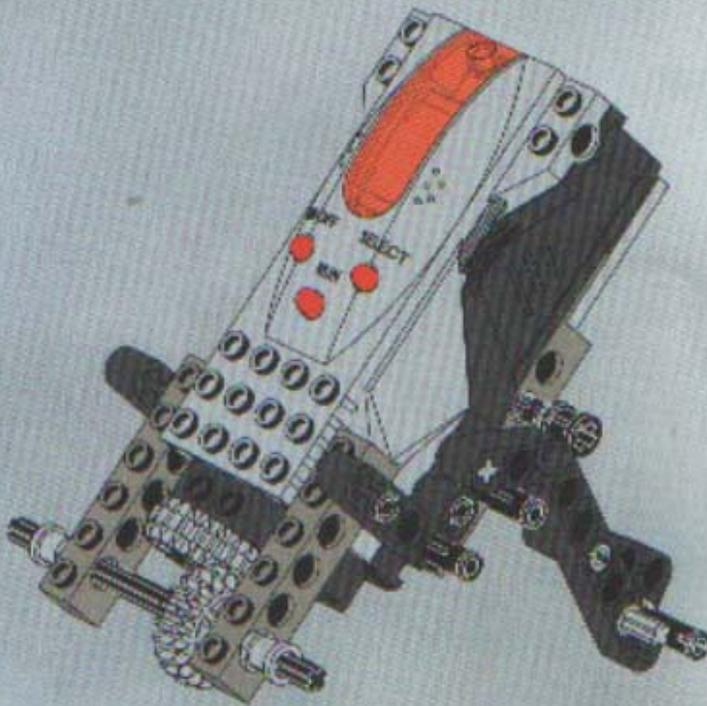
1



2

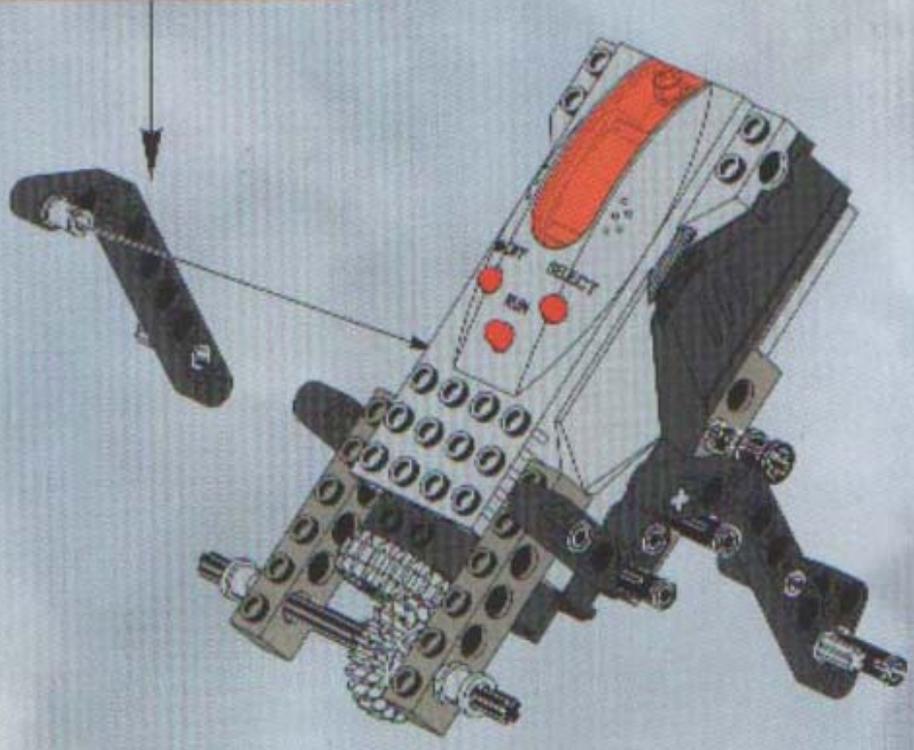
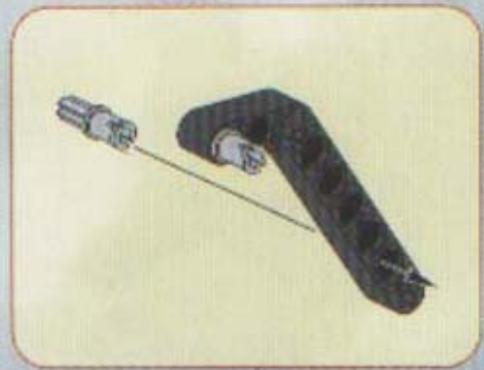


5





6

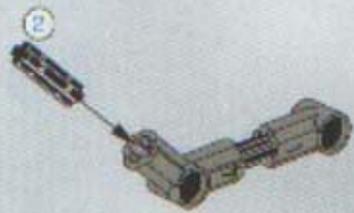




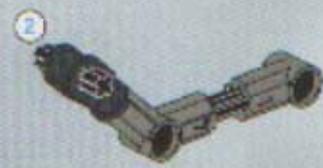
1



2



3

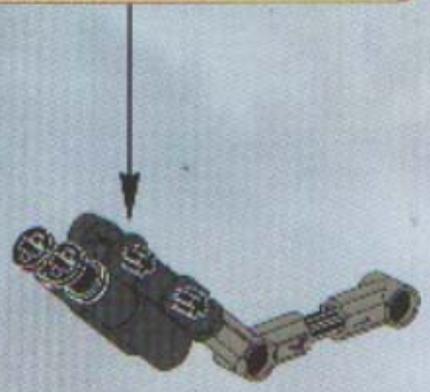
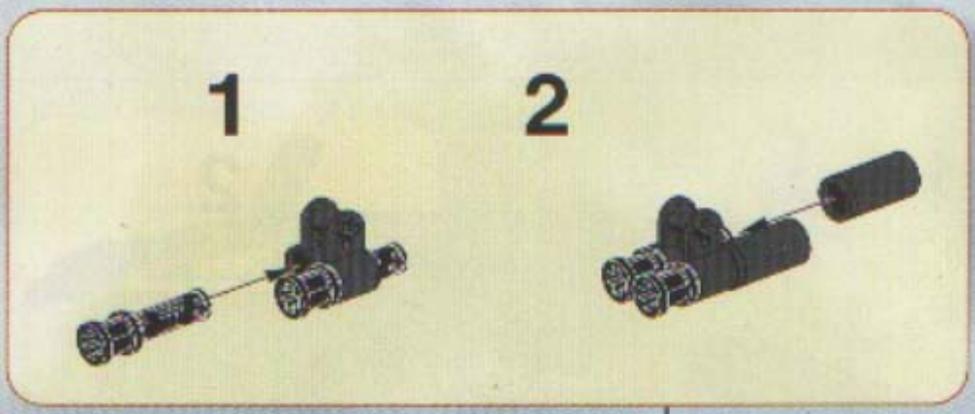
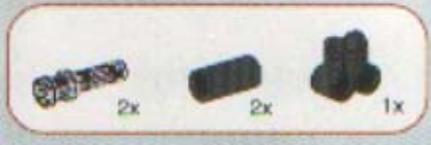


4

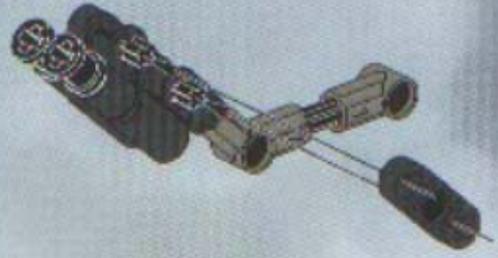


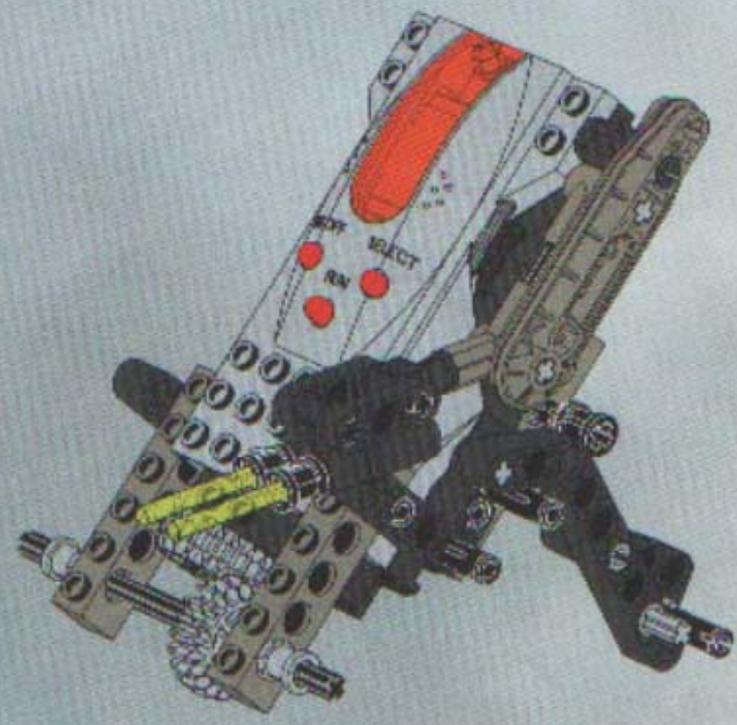
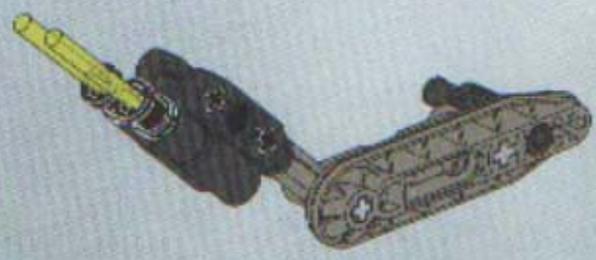
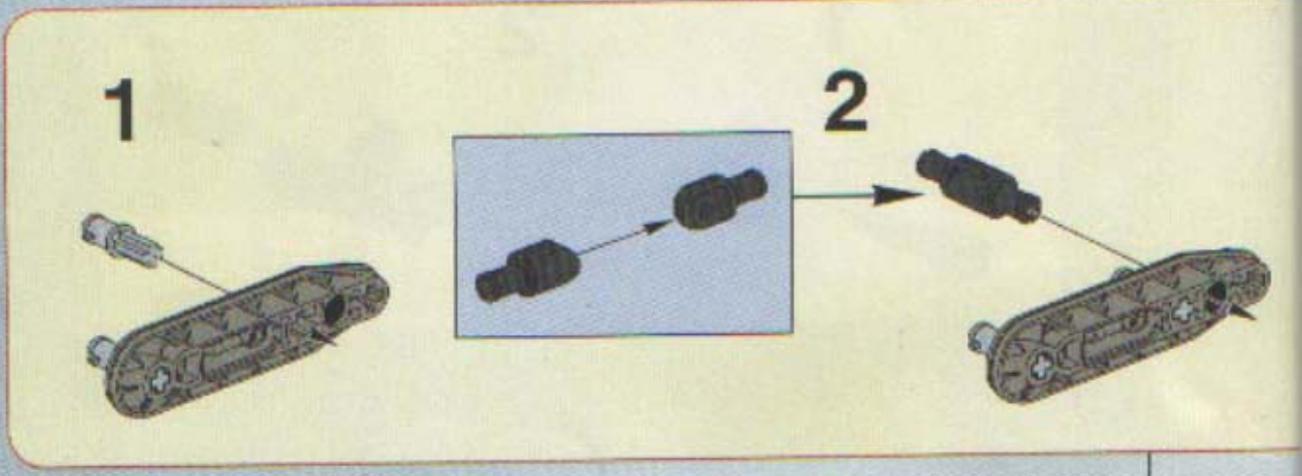
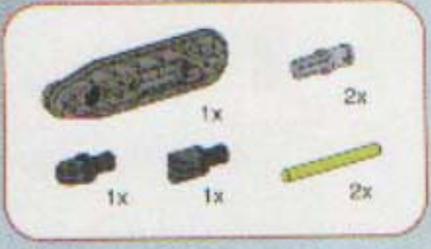


5



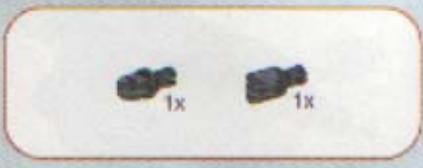
6



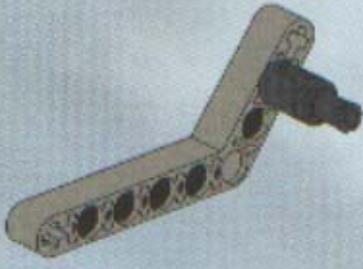




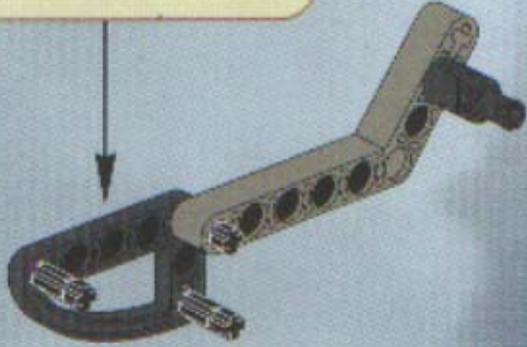
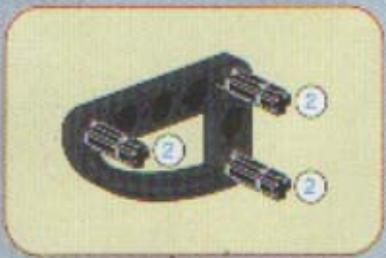
1



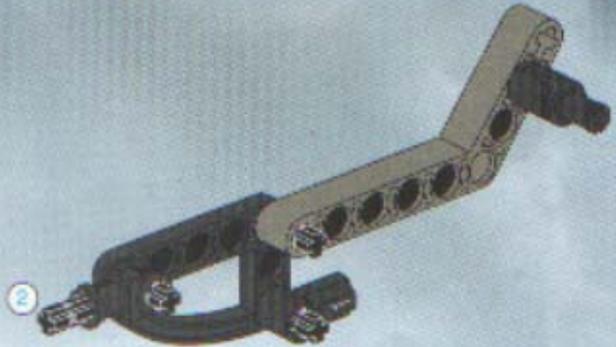
2



3

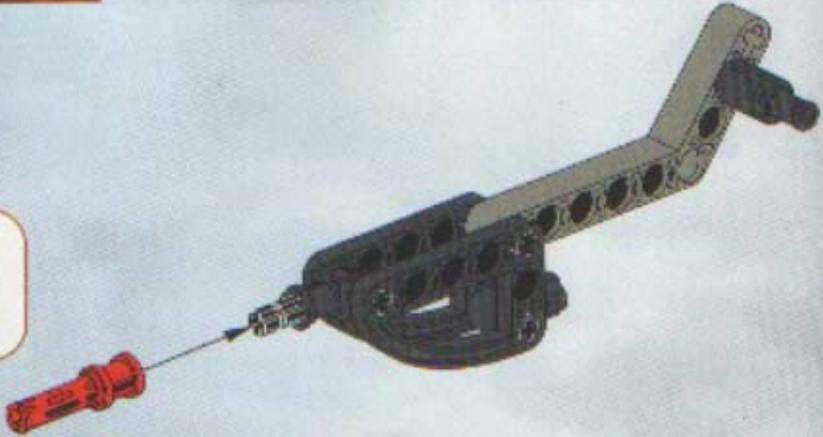


4

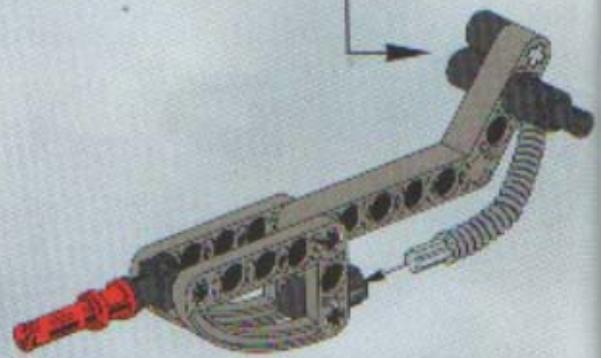
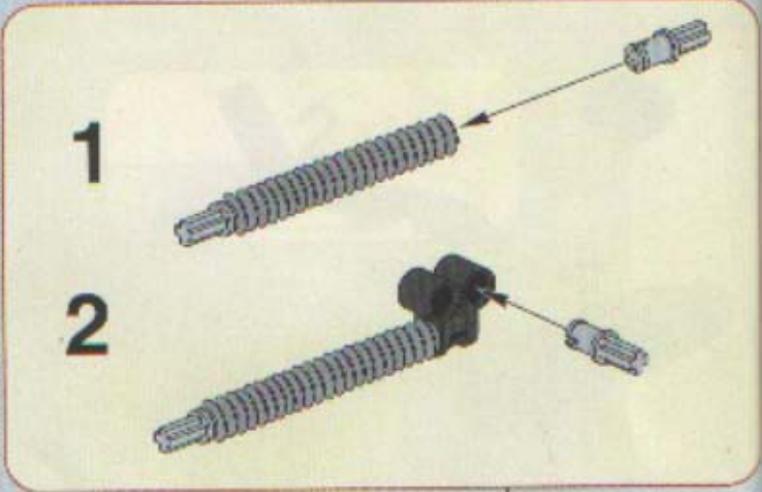
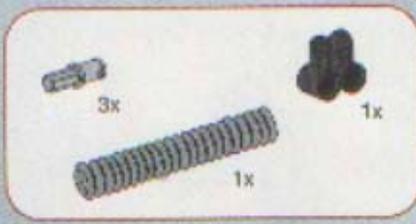




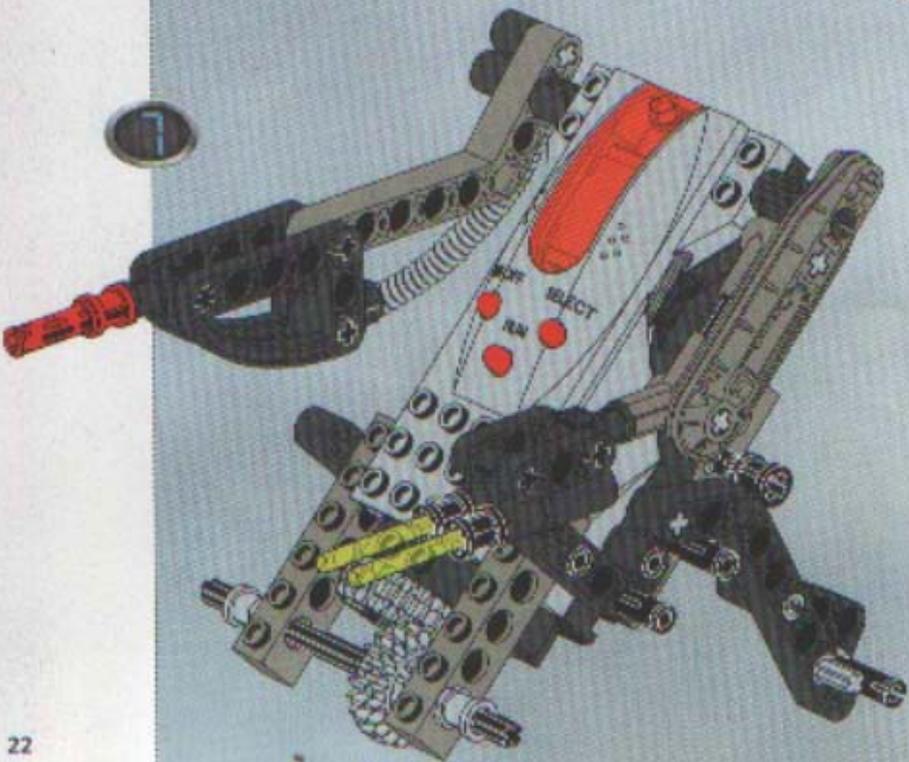
5



6

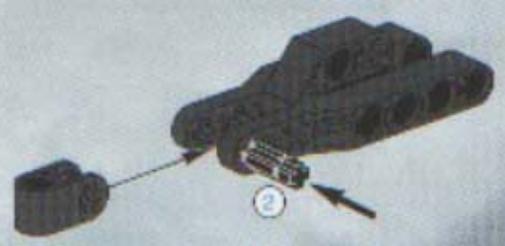


7

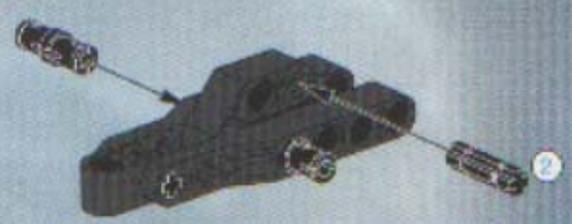




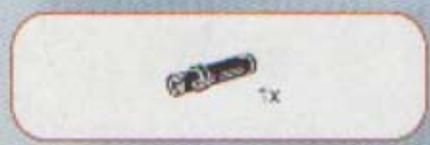
1



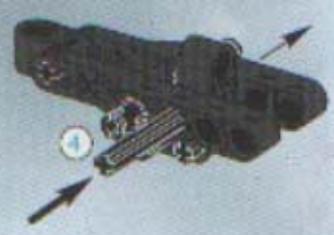
2



3

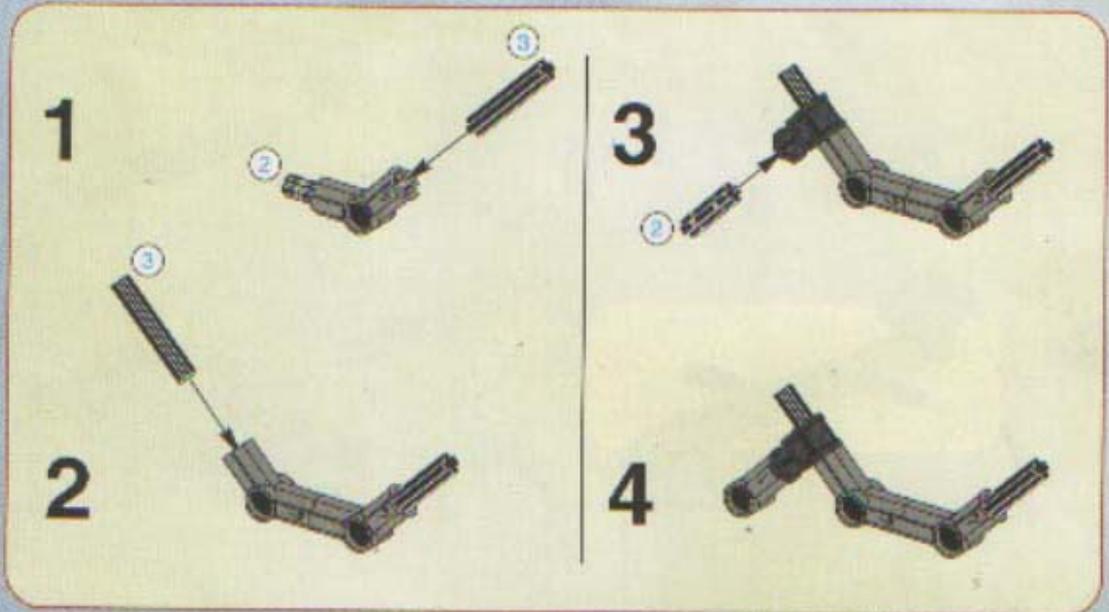
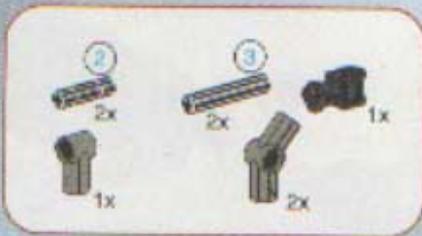


4

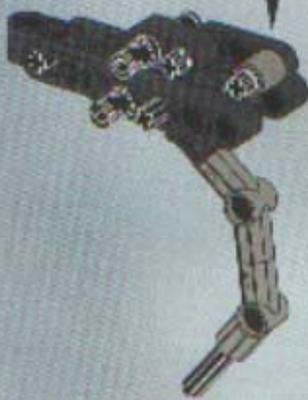


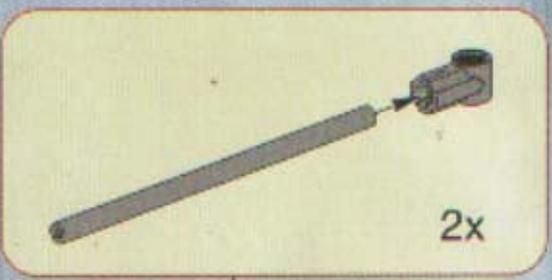
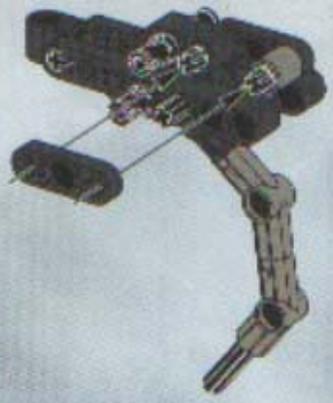


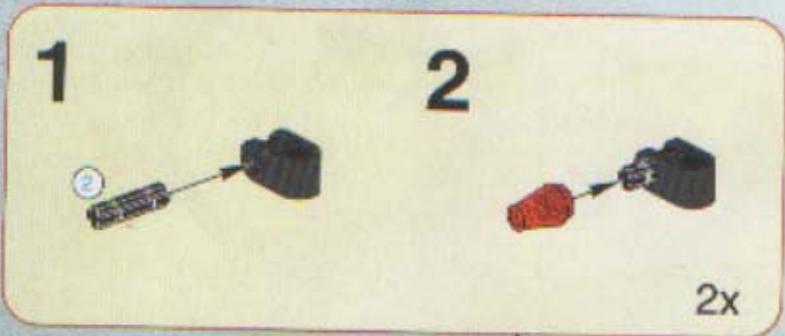
5

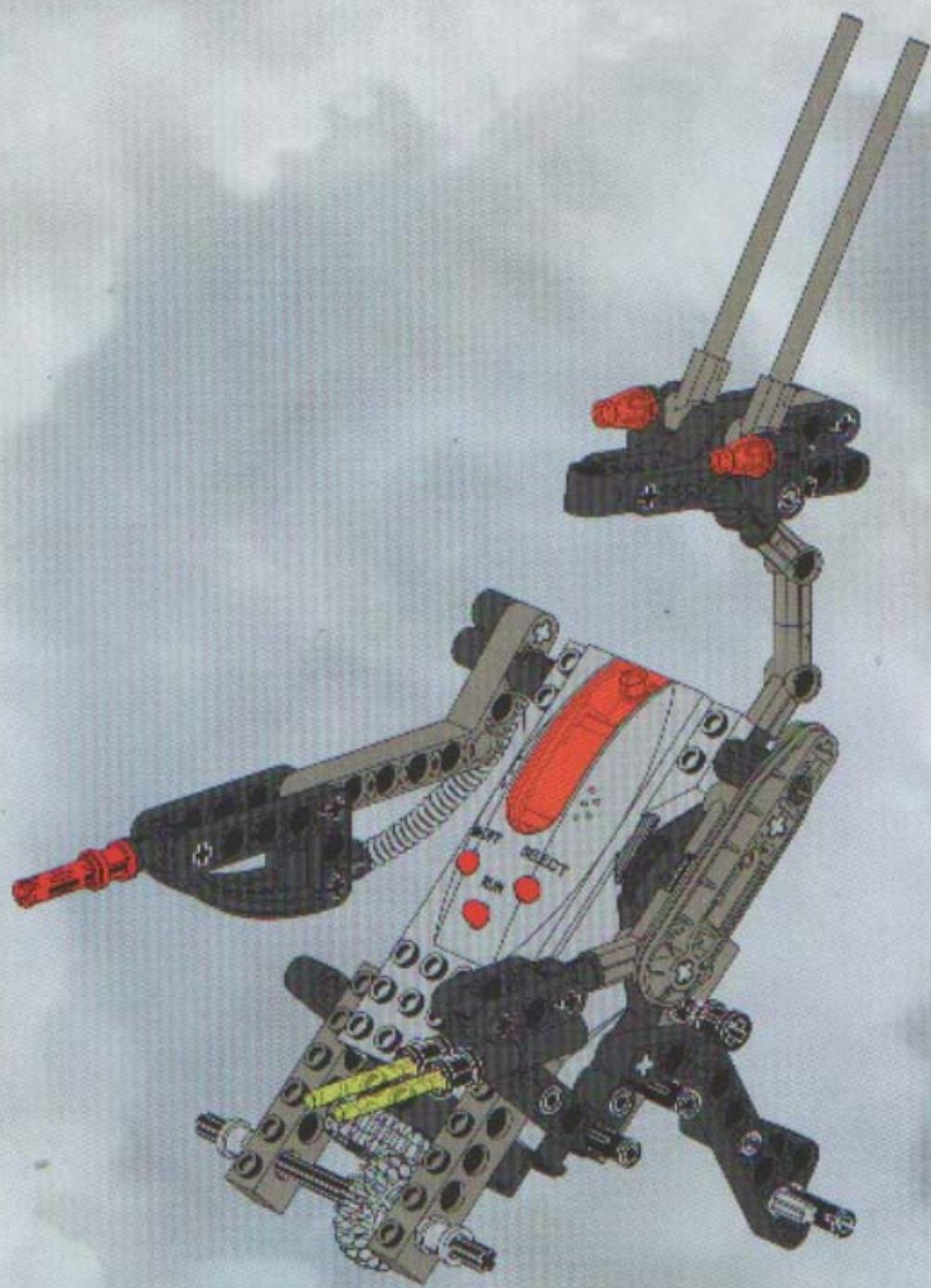


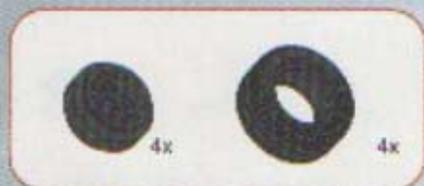
6







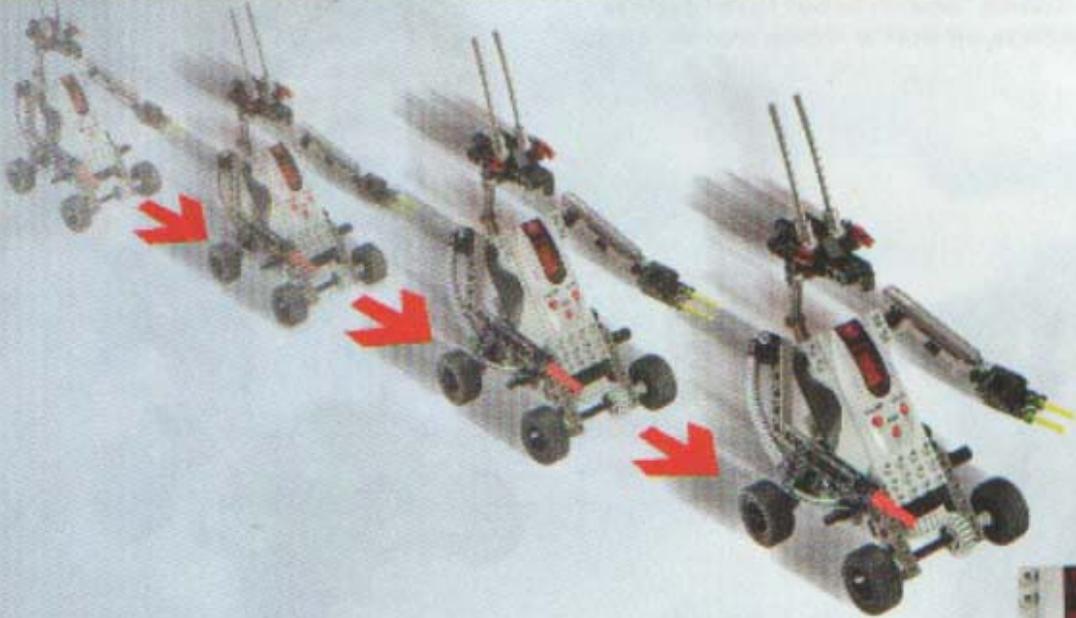




Im Abschnitt "Besonderheiten" findest du einige Vorschläge, wie du deine Roboter anpassen kannst.



EINE RICHTUNG



Betätige die Taste On (Ein) auf dem Micro Scout. Mit der Taste Select (Auswahl) wählst du Programm 1 (Eine Richtung) aus. Drücke die Taste Run (Start). L-8GO fährt vorwärts und hält dabei drei Mal an.



ZWEI RICHTUNGEN



Mit Select (Auswahl) und Run (Start) führst du Programm 2 (Zwei Richtungen) aus. L-8GO fährt vorwärts und dreht dabei drei Mal um.



DEM LICHT AUSWEICHEN

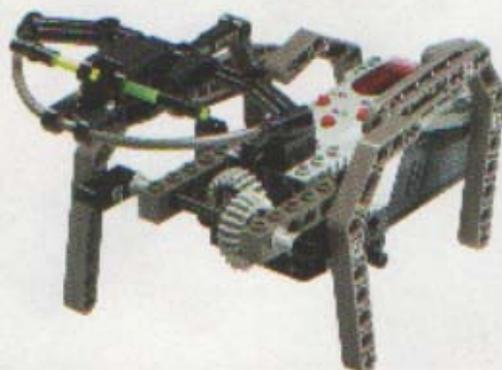


Mit Select (Auswahl) und Run (Start) führst du Programm 3 (Dem Licht ausweichen) aus. L-8GO fährt vorwärts. Sobald er ein Licht sieht, fährt er zurück und dreht um.

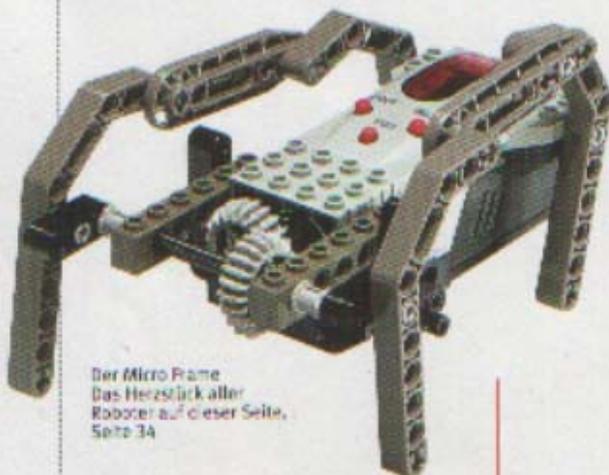


ÜBERBLICK ÜBER DAS LEVEL "SITH LEHRLING"

Auf der Ebene "Sith Lehrling" baust du Roboter, die laufen können. Dazu baust du zunächst den **Micro Frame**. Dann fügst du weitere Teile hinzu, um daraus den **Micro Walker**, den **Droiden-Raumjäger** oder den **Stomper** zu machen.



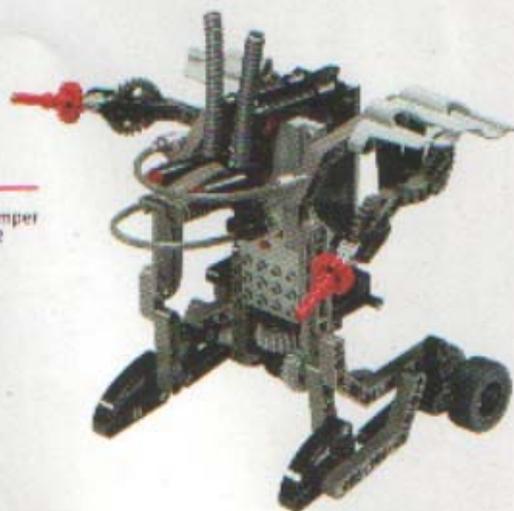
Der Micro Walker
Seite 34



Der Micro Frame
Das Herzstück aller
Roboter auf dieser Seite,
Seite 34

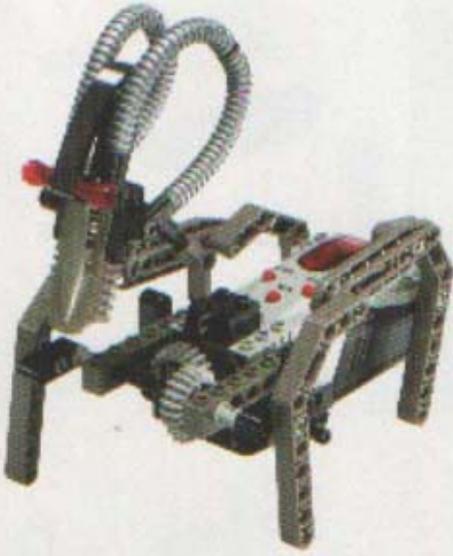


Der Droiden-Raumjäger
Seite 38

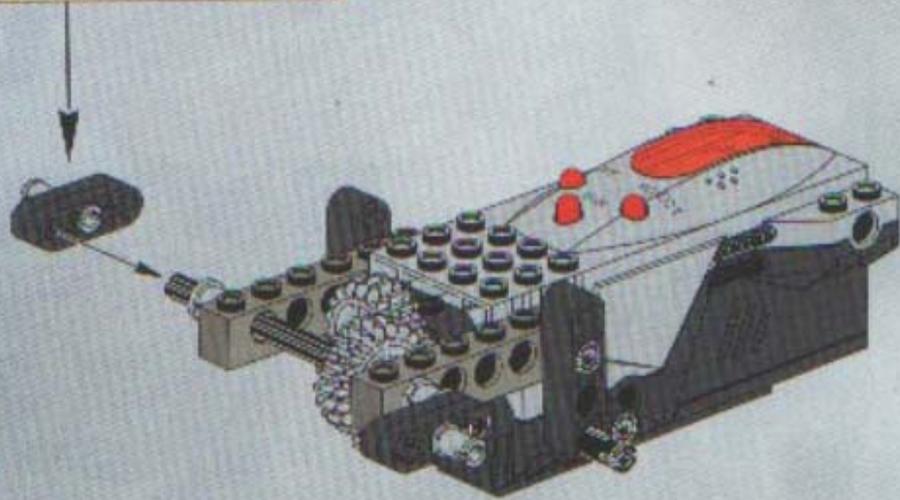
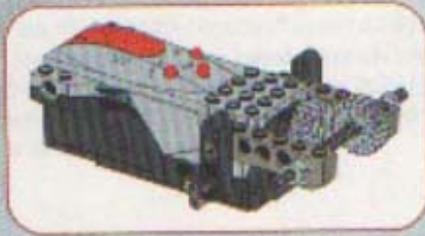


Der Stomper
Seite 52

Wenn du den **Micro Walker** und den **Droiden-Raumjäger** gebaut hast, kannst du dich an den **Stomper** heranwagen.

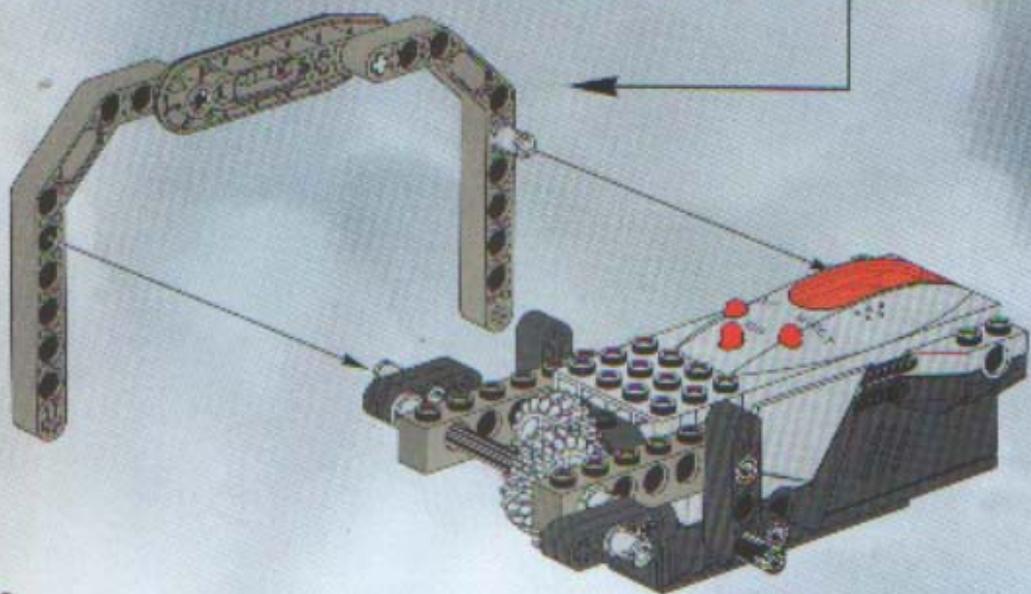
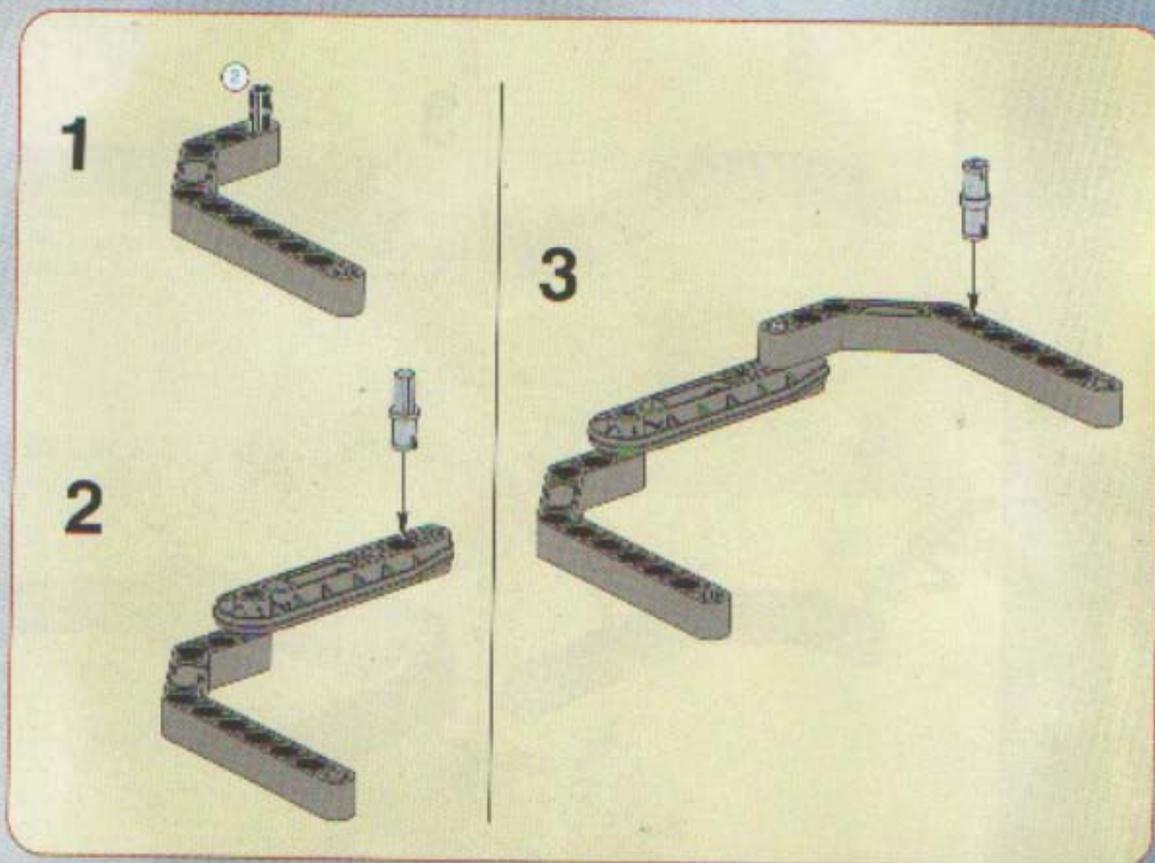
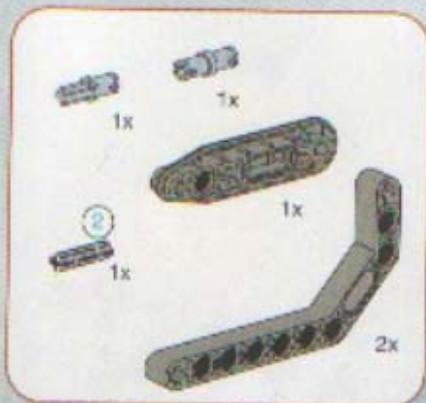


Lies auf Seite 10 nach, wenn du den Y-Frame noch nicht gebaut hast.



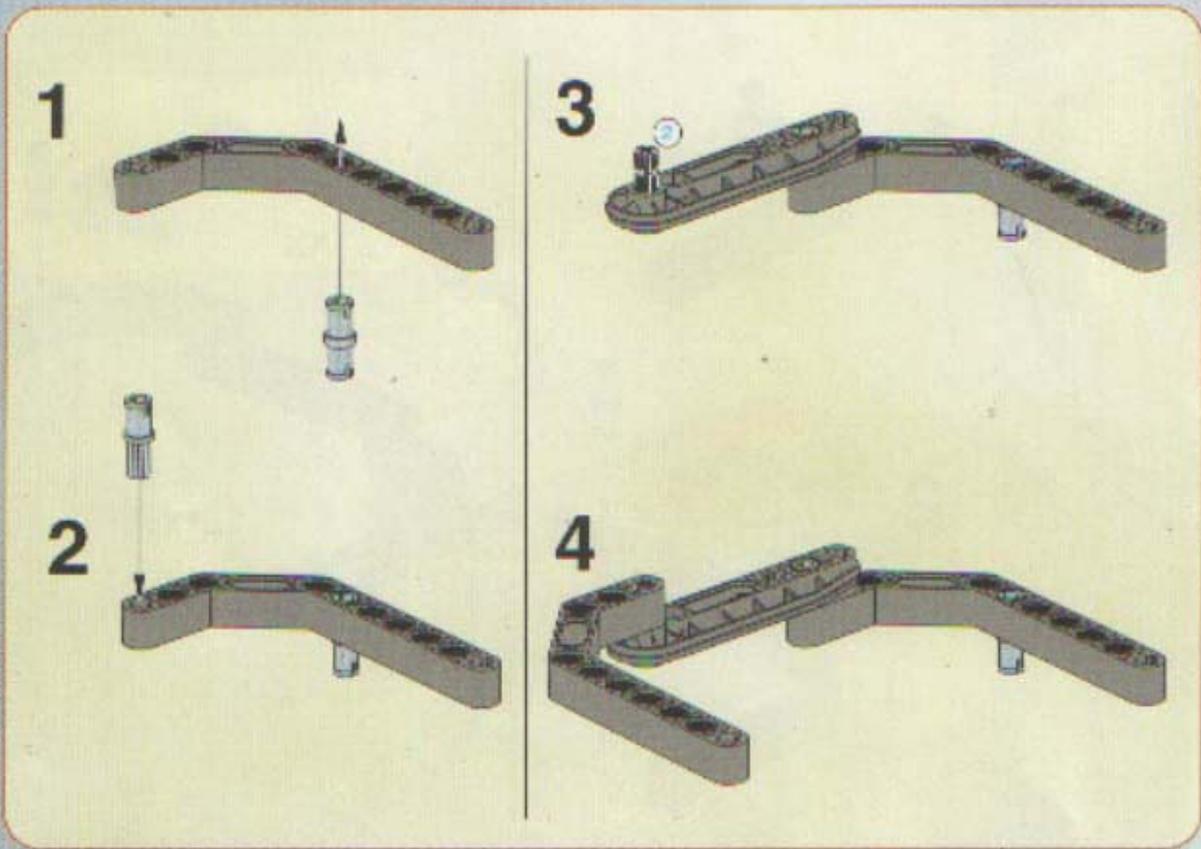
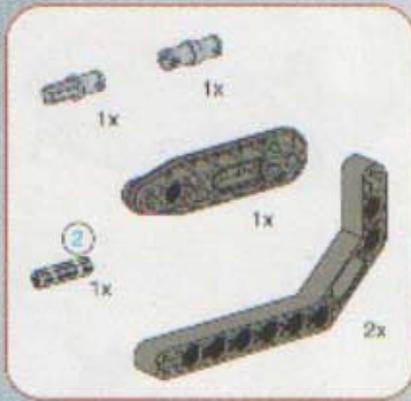


2

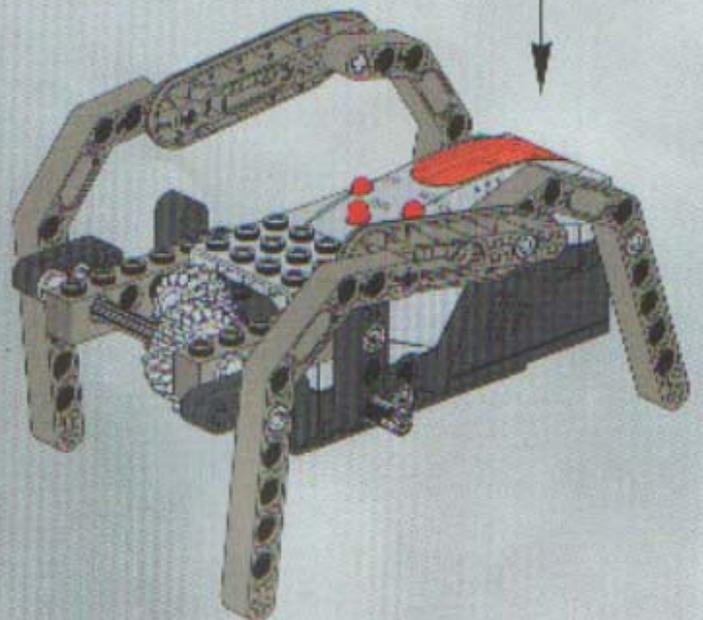




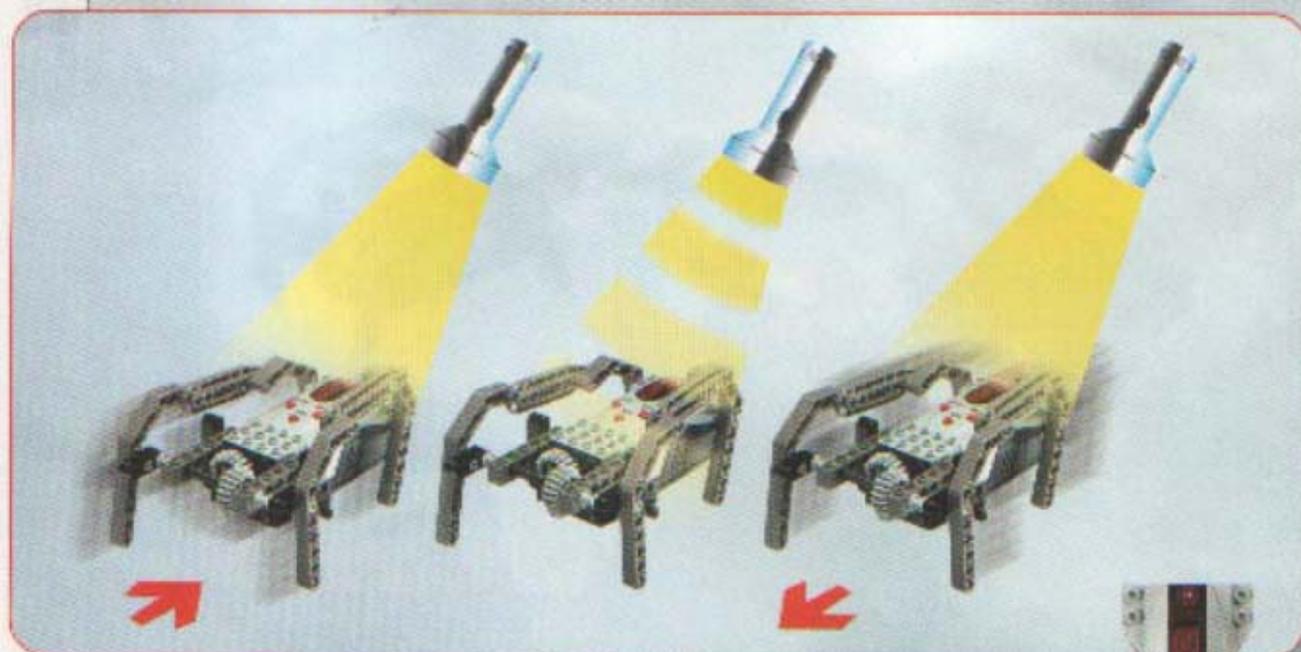
3



Nachdem du den Frame gebaut hast, kannst du ihn jetzt für den Droiden-Raumjäger (Seite 38) und den Stomper (Seite 52) einsetzen.



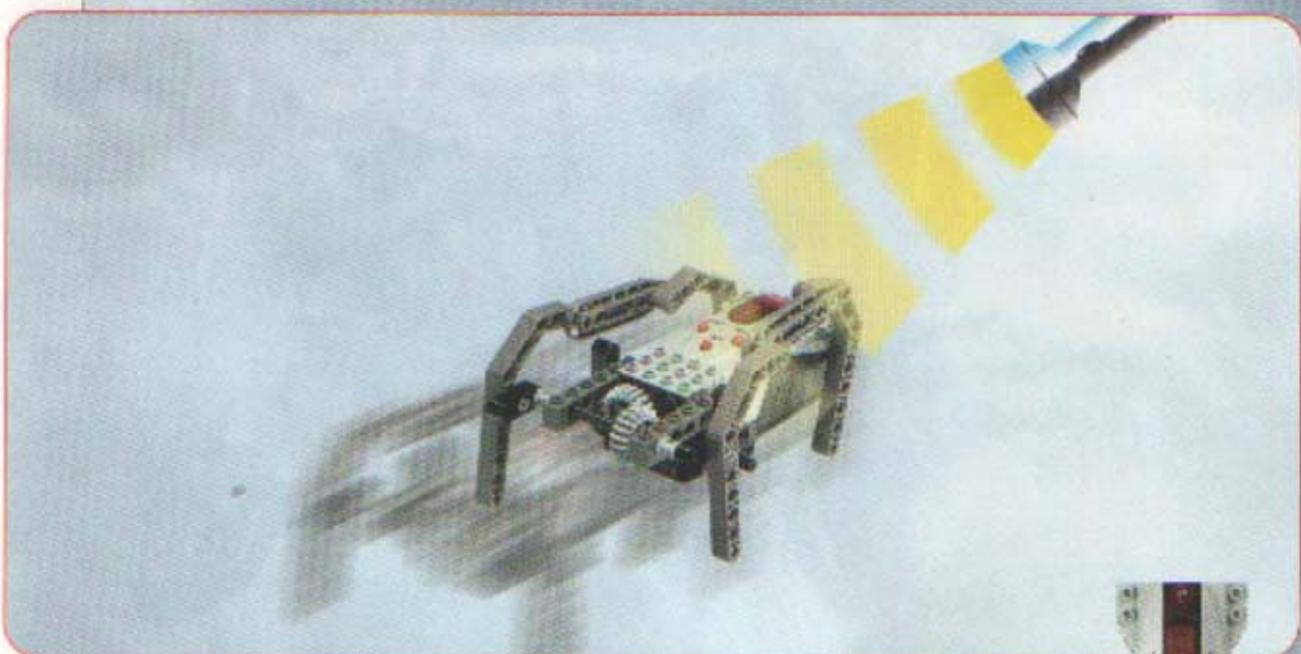
LICHTSTEUERUNG



Mit Select (Auswahl) und Run (Start) fñhrst du Programm 4 (Lichtsteuerung) aus. Der Micro Frame fñhrt vorwãrts, sobald du den Lichtsensor mit einer Lampe beleuchtest. Blinkst du ihn zwei Mal kurz an, ¼ndert er die Richtung.

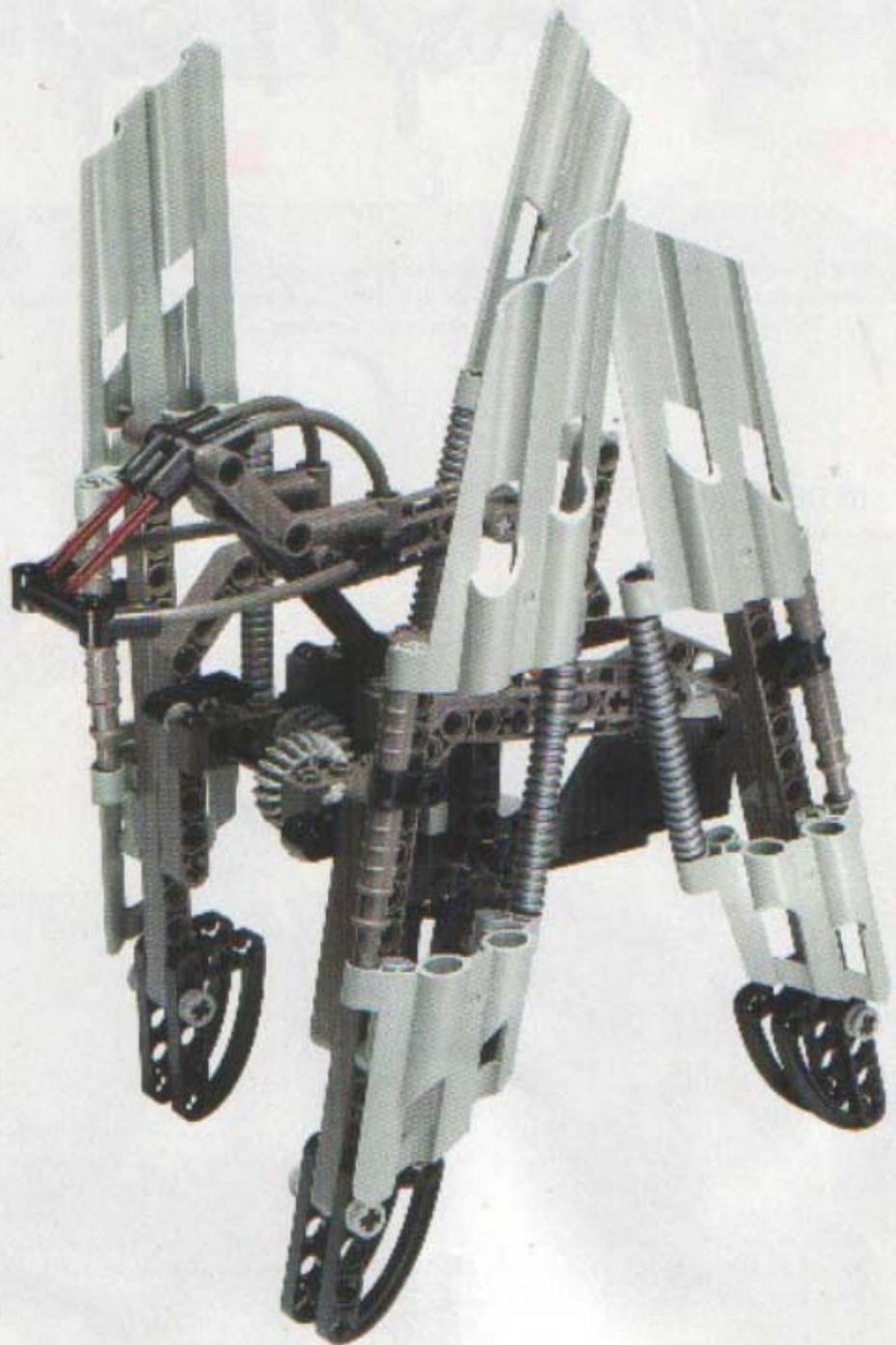


IN DECKUNG GEHEN



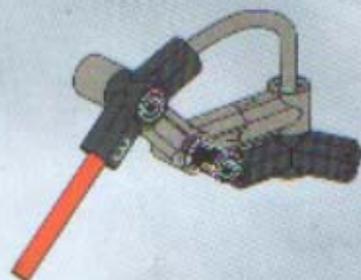
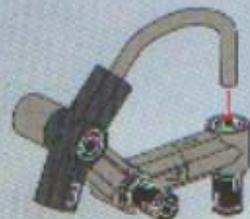
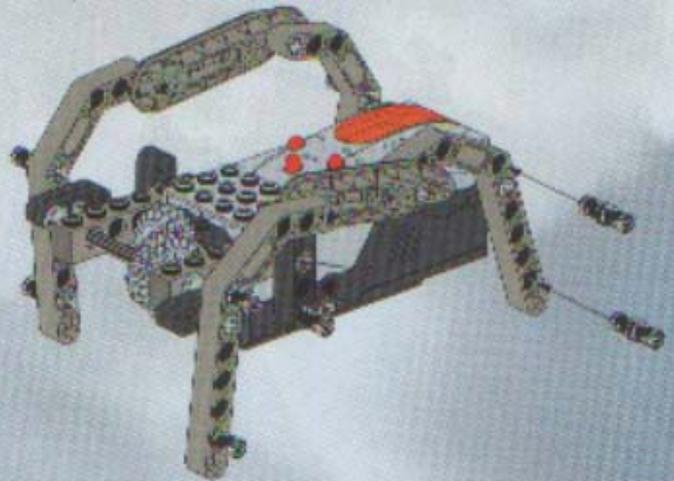
Mit Select (Auswahl) und Run (Start) fñhrst du Programm 5 (In Deckung gehen) aus. Mit einem kurzen Lichtimpuls setzt du den Micro Frame in Bewegung. Blinke ihn mehrmals kurz an, damit er schneller wird.







Lies auf Seite 34 nach, wenn du den Micro Frame noch nicht gebaut hast.



1

2

3

4



5



6



7

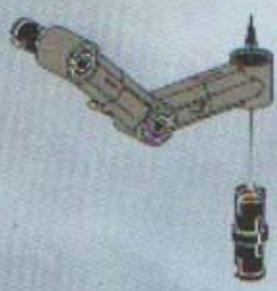




1



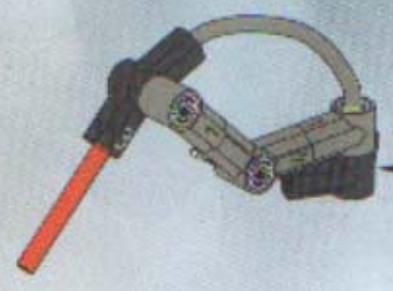
2



3

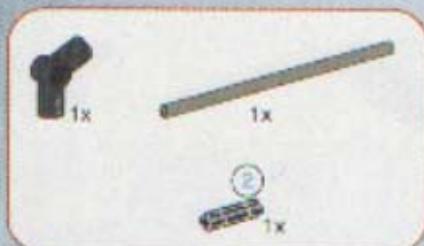


4

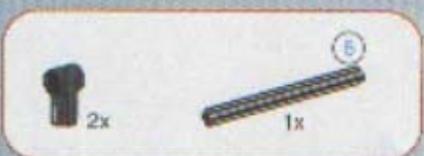


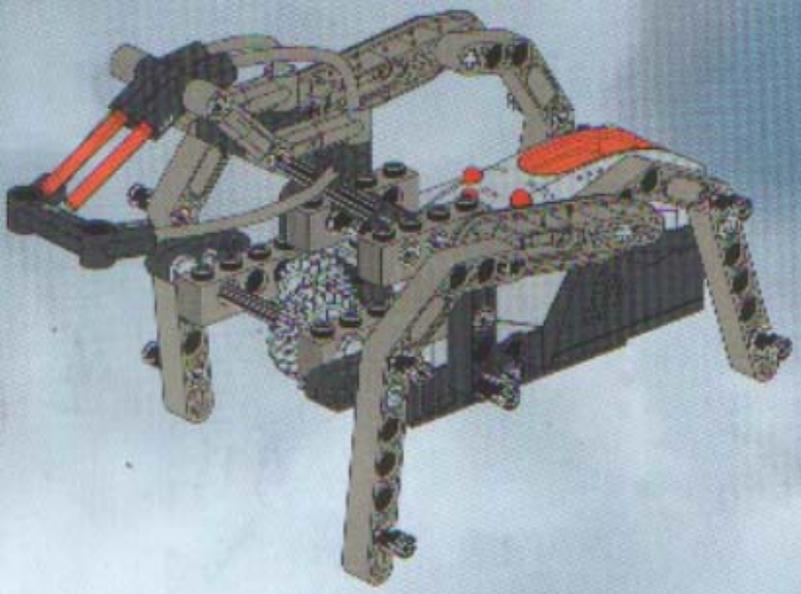
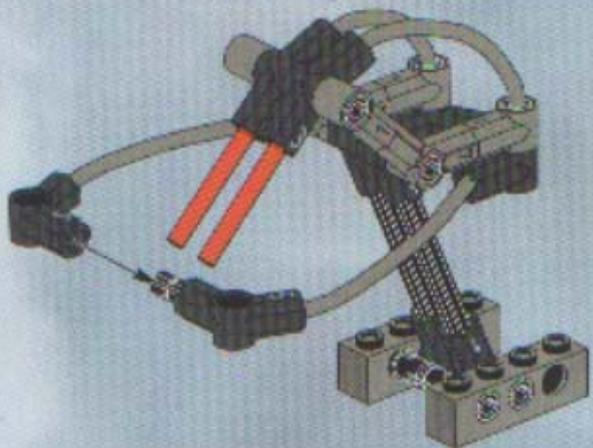
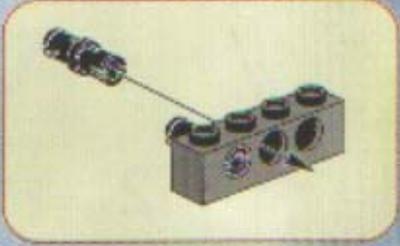
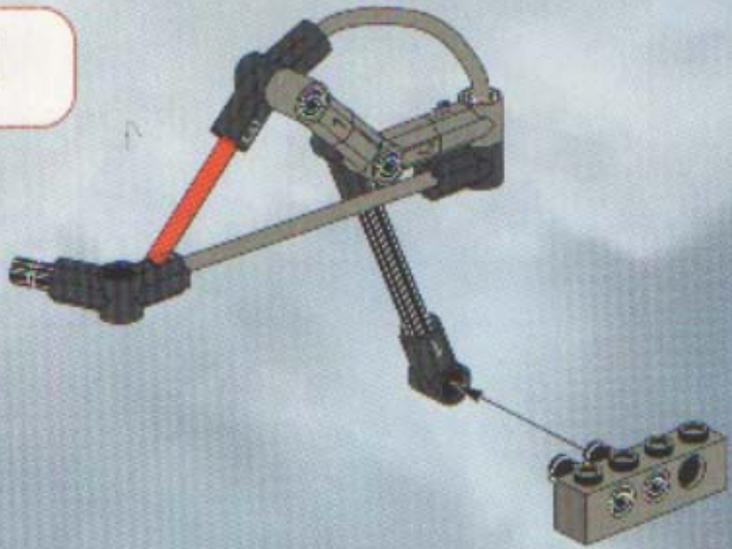


5



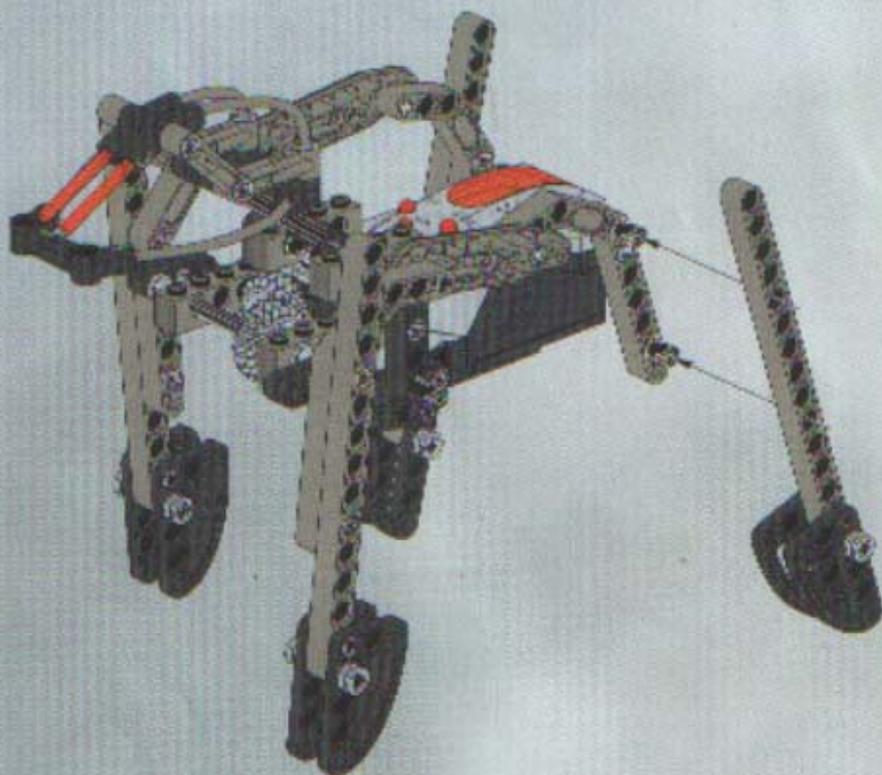
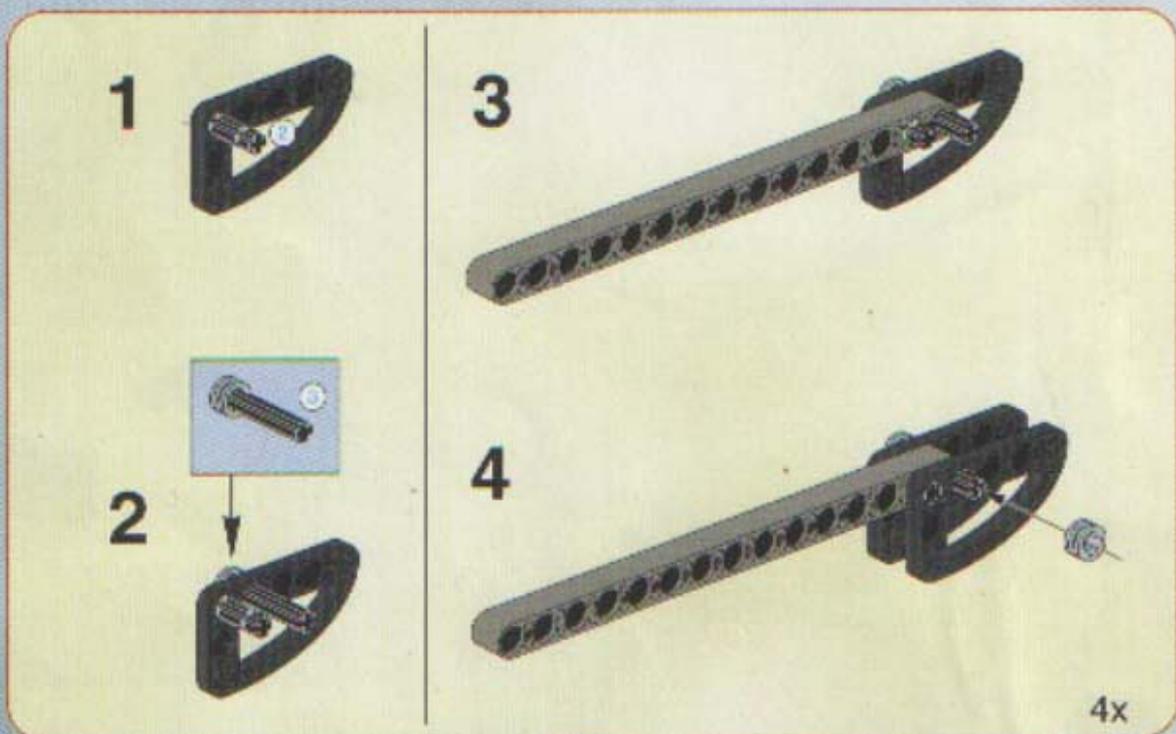
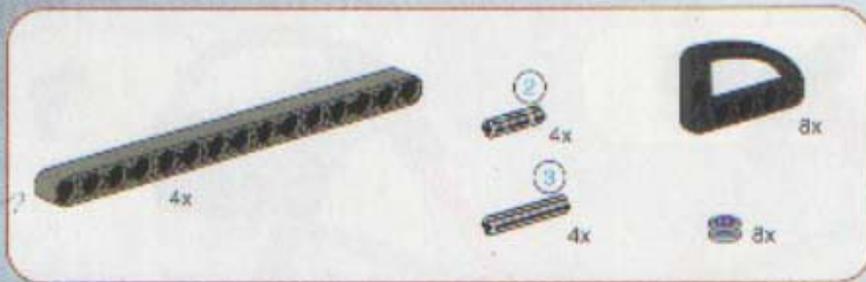
6





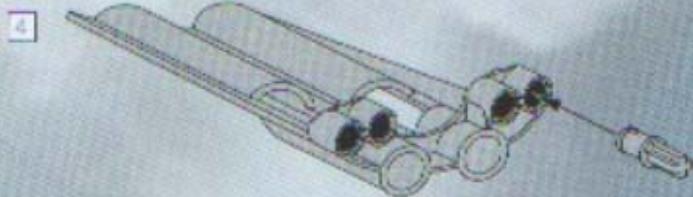
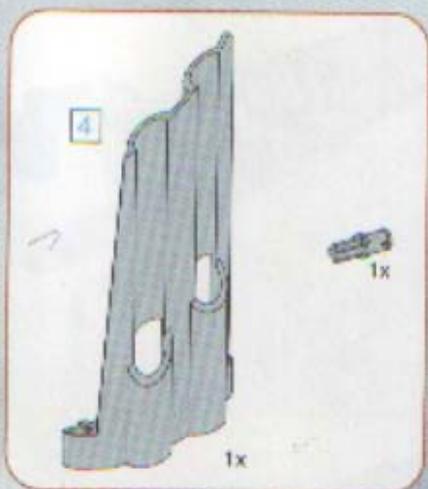


3

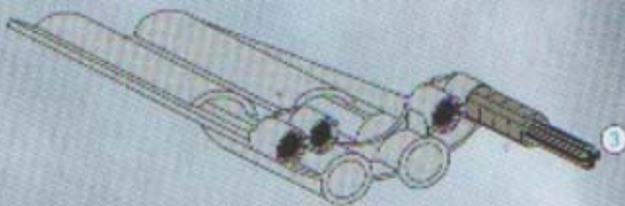




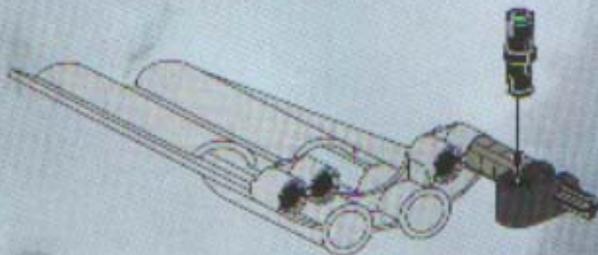
1



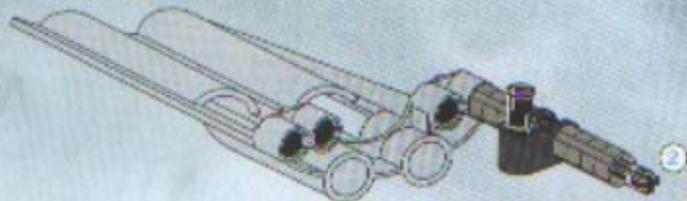
2



3

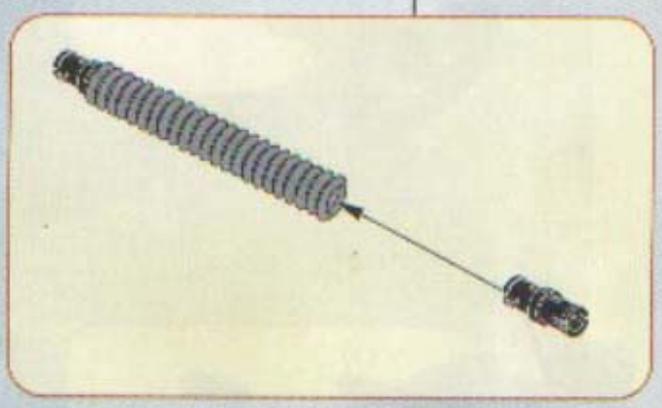
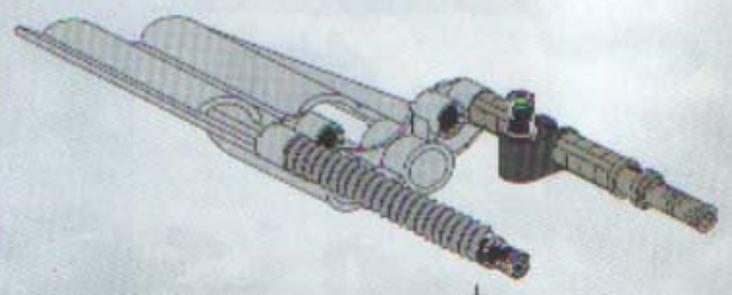
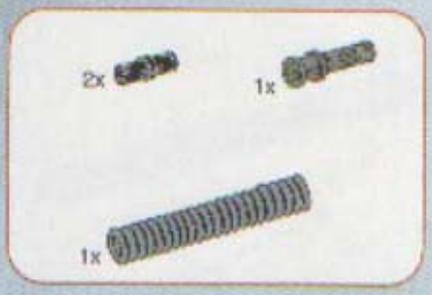


4

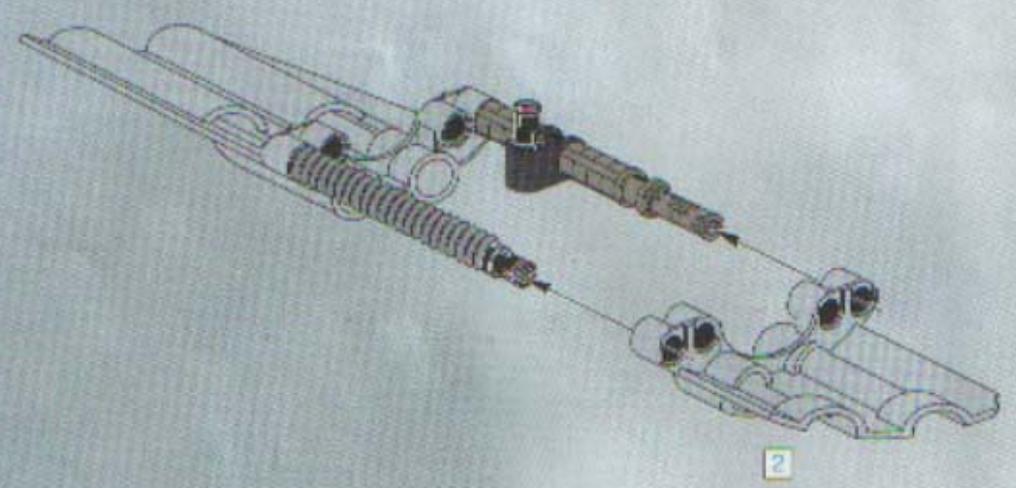
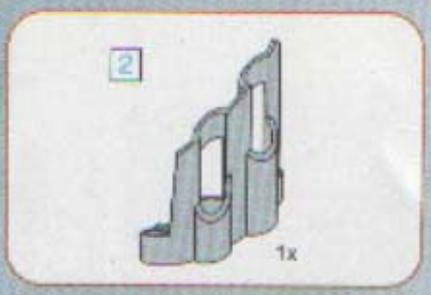


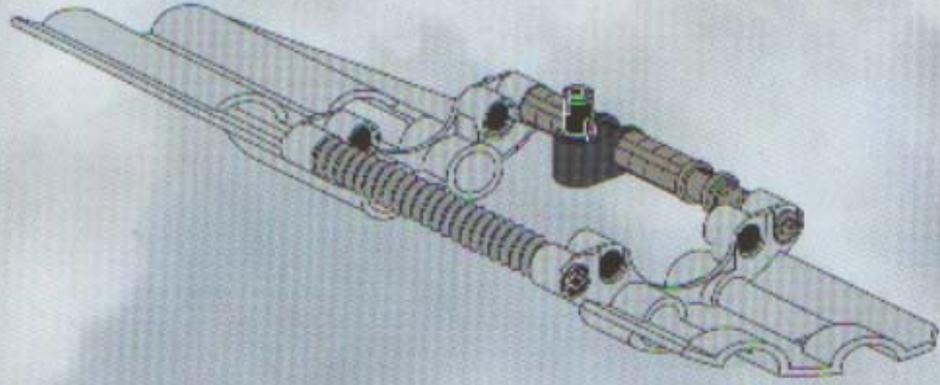
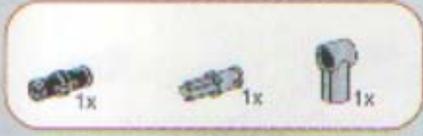


5

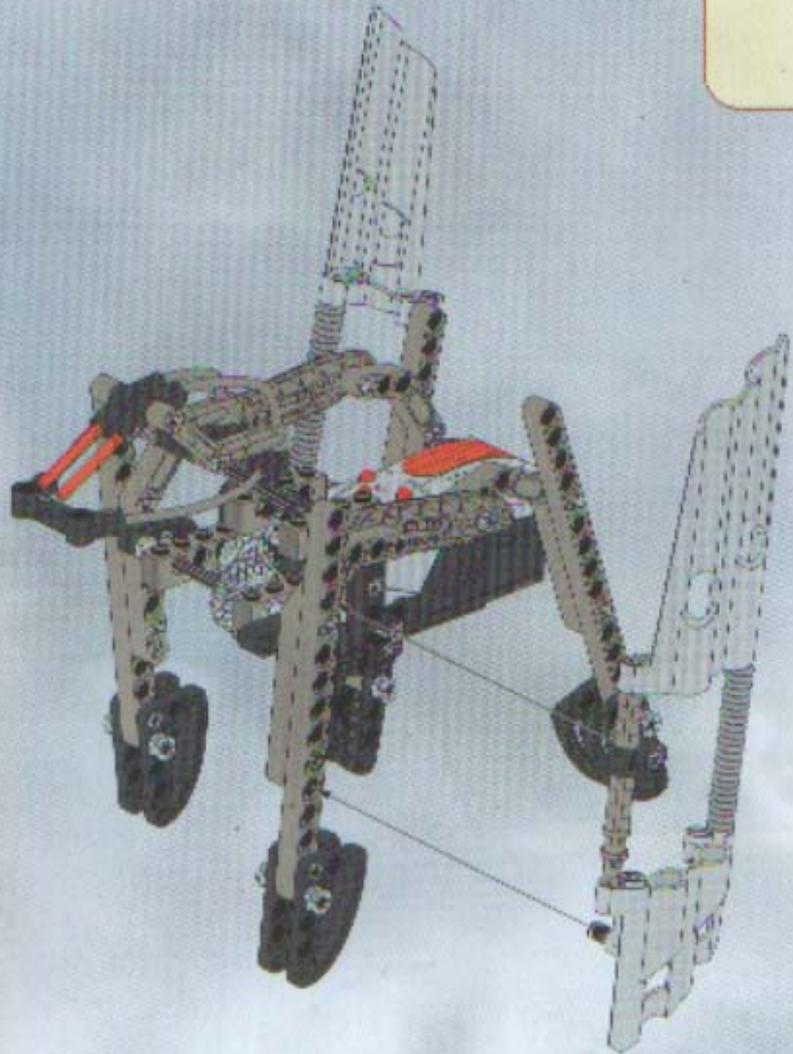
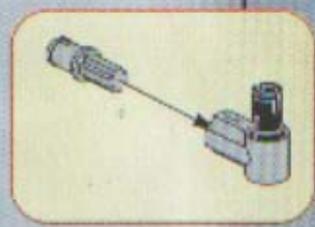


6



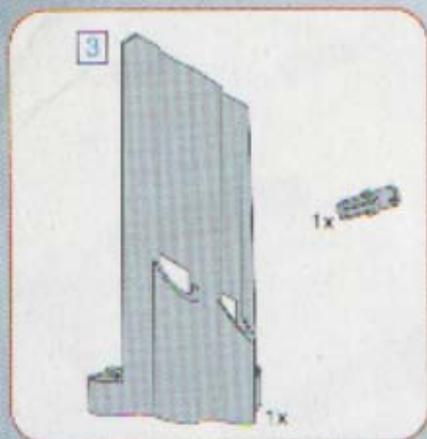


2x

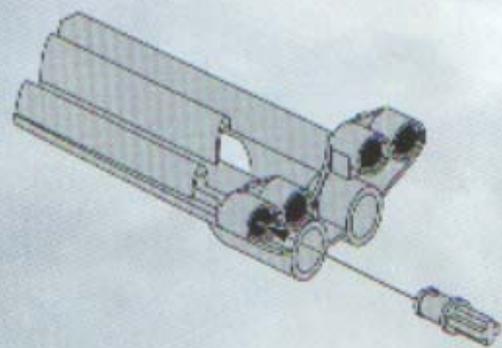




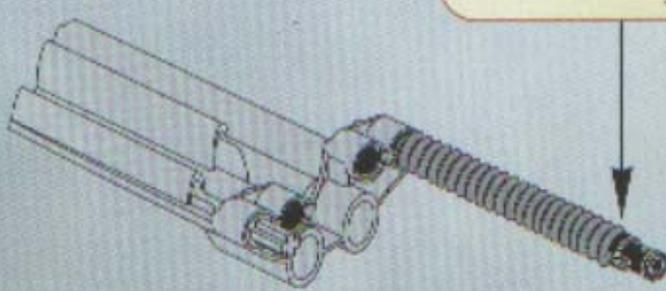
1



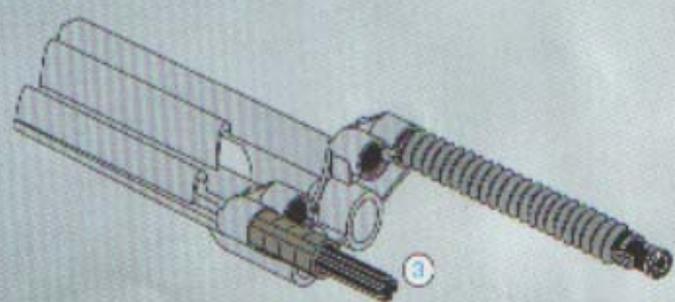
3



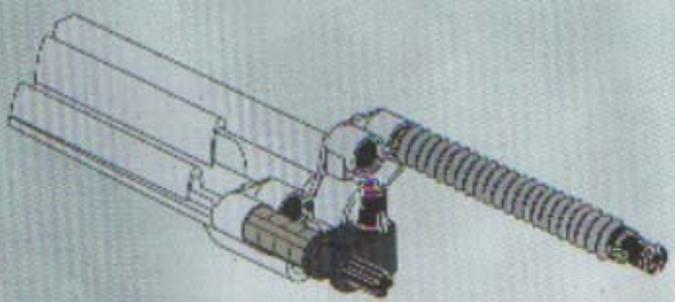
2



3

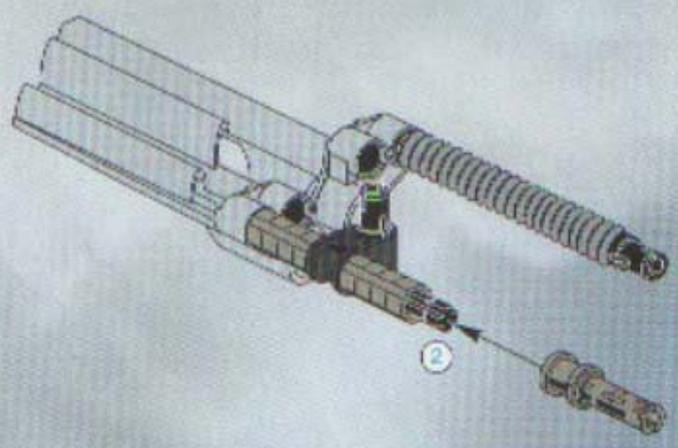


4

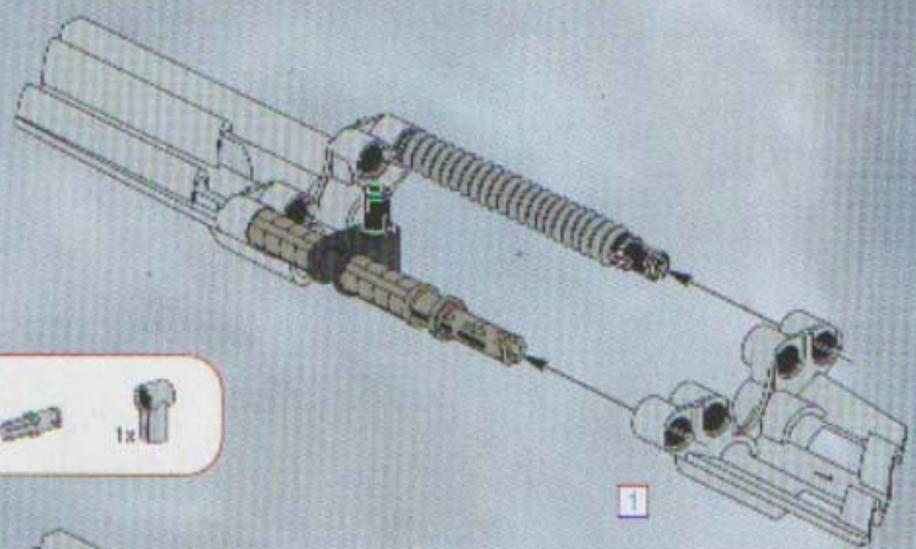
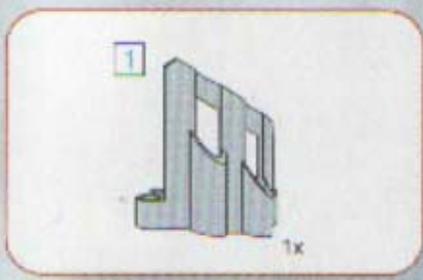




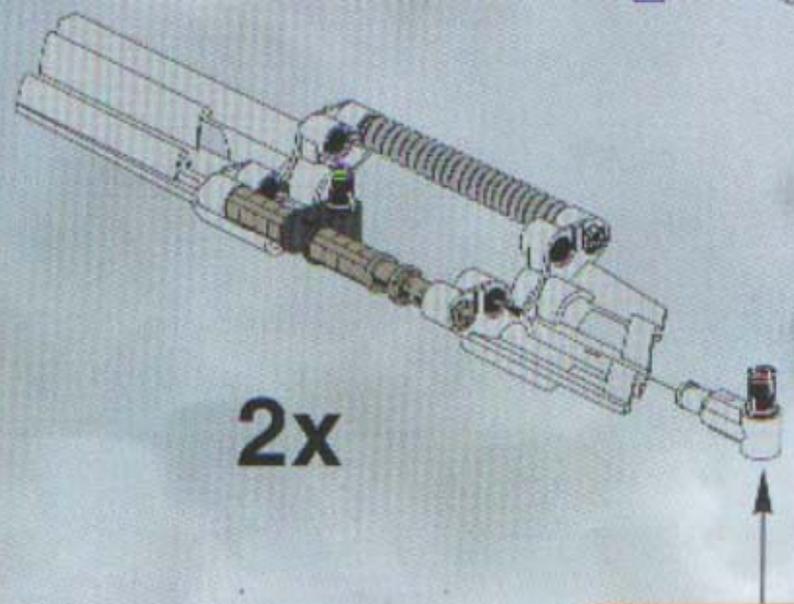
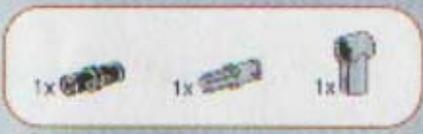
5



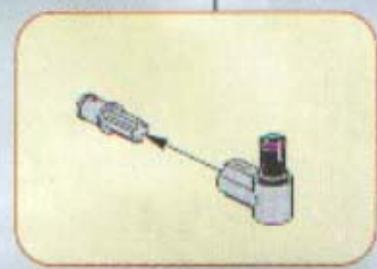
6

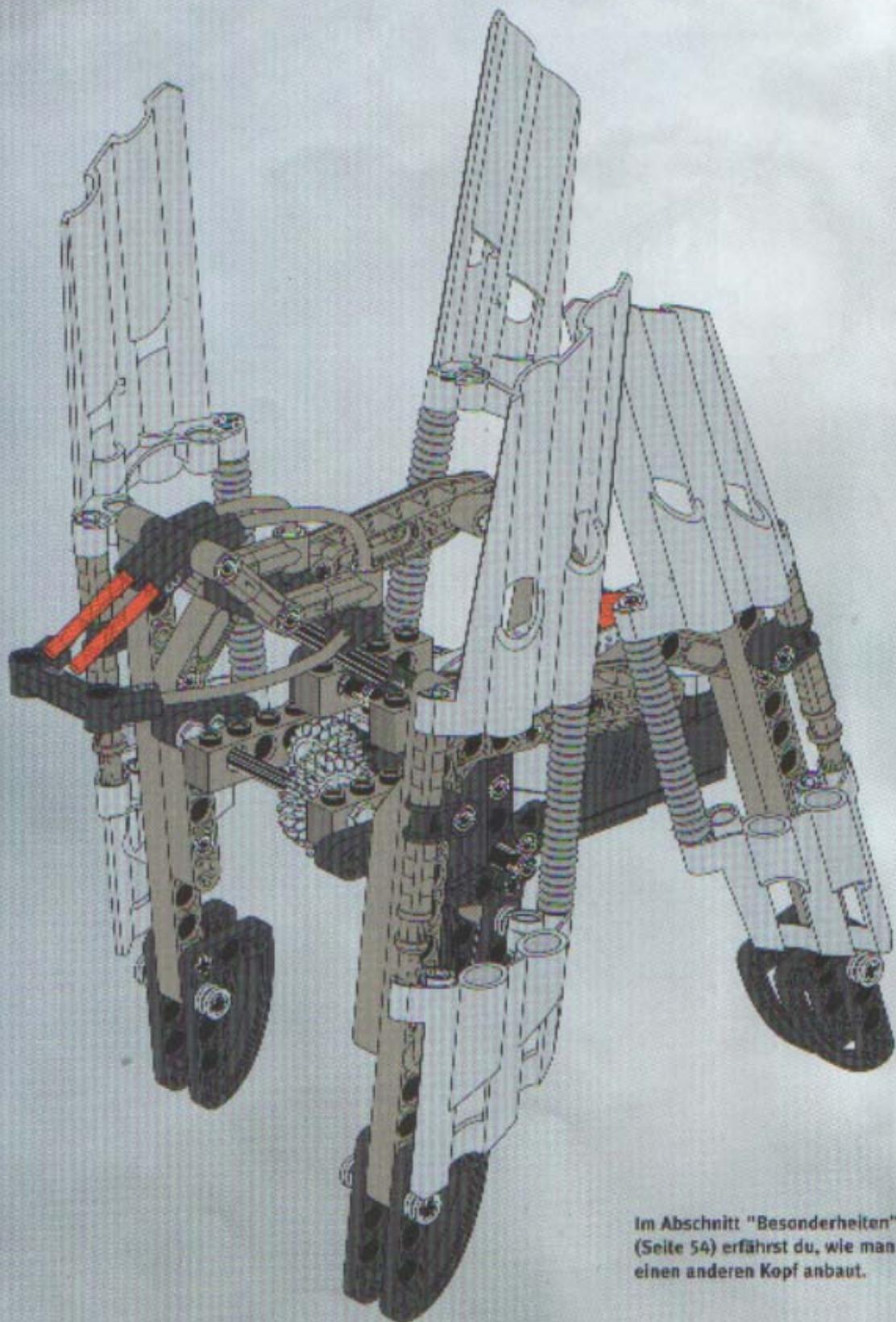


7



2x





Im Abschnitt "Besonderheiten"
(Seite 54) erfährst du, wie man
einen anderen Kopf anbaut.

ALARM



Mit Select (Auswahl) und Run (Start) führst du Programm 6 (Alarm) aus. Ändert sich das Licht, so fährt der Droiden-Raumjäger los und lässt ein Alarmsignal ertönen.



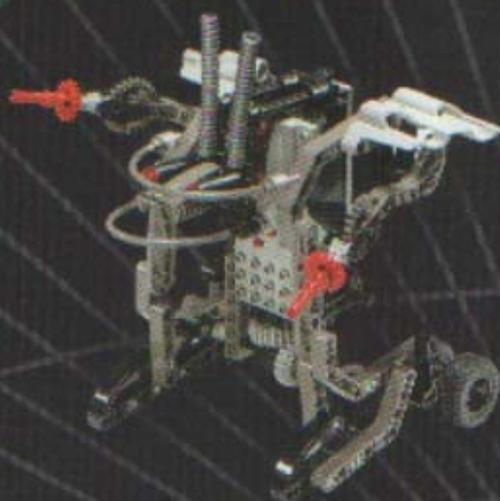
STOMPER CHALLENGE

0:51A

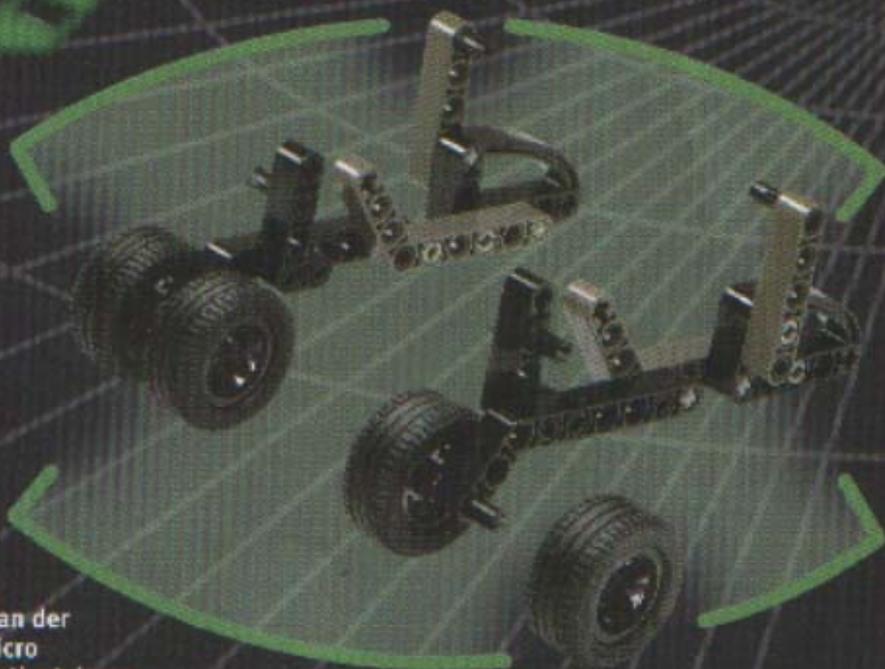
Lies auf Seite 10
nach, wenn du den
Y-Frame noch nicht
gebaut hast.

0:47B

Nun, Sith Lehrling, du
hast wirklich gut trainiert.
Erprobe dein neues Wissen,
und baue mit diesen Plänen
hier den Stomper.



(1)



Stomper Legs
(wenn du die Beine an der
Rückseite des Micro
Walkers befestigst, kann
dein Roboter stehen)

1/2

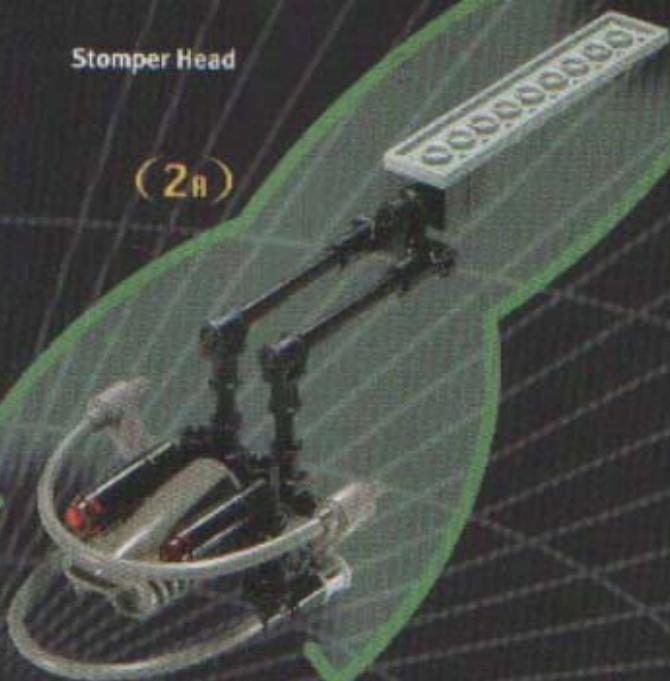
B-1

47A

47B

Stomper Head

(2A)

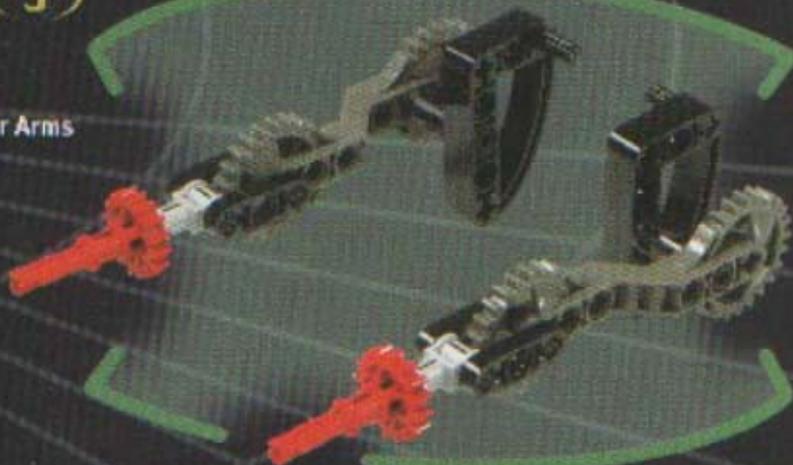


(2B)



(3)

Stomper Arms



(4)



Weitere Hilfe und
nützliche Informationen
findest du auf der Seite
www.legomindstorms.com/darkside

2/2

2-4

1/2

1/2



Go-AT 3



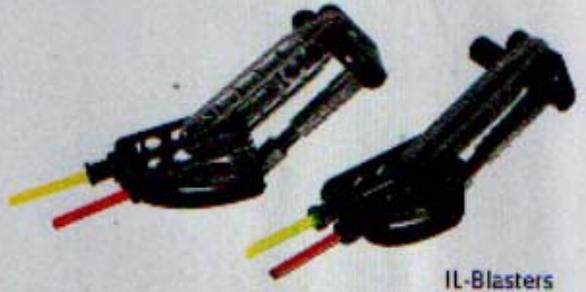
Flop-E7



Mantis



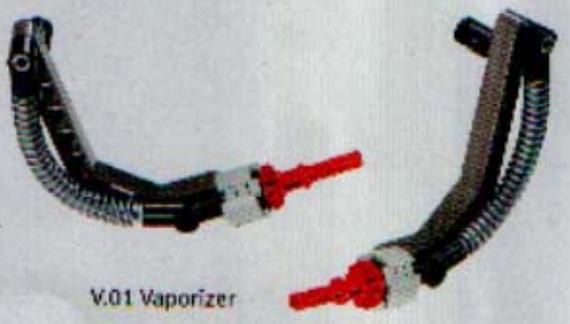
Hammer Head



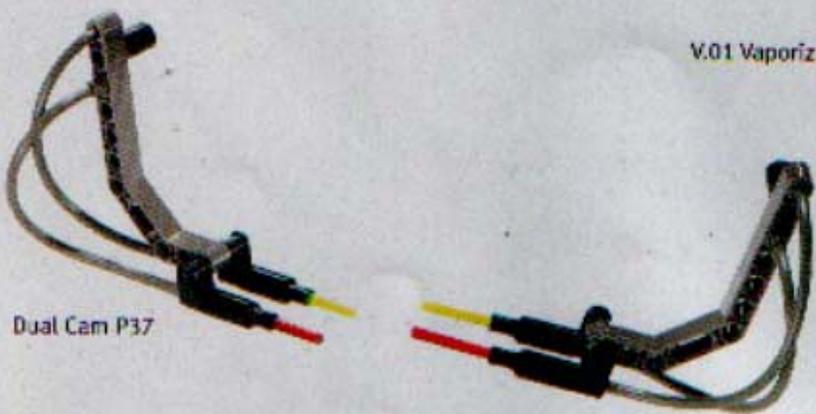
IL-Blasters



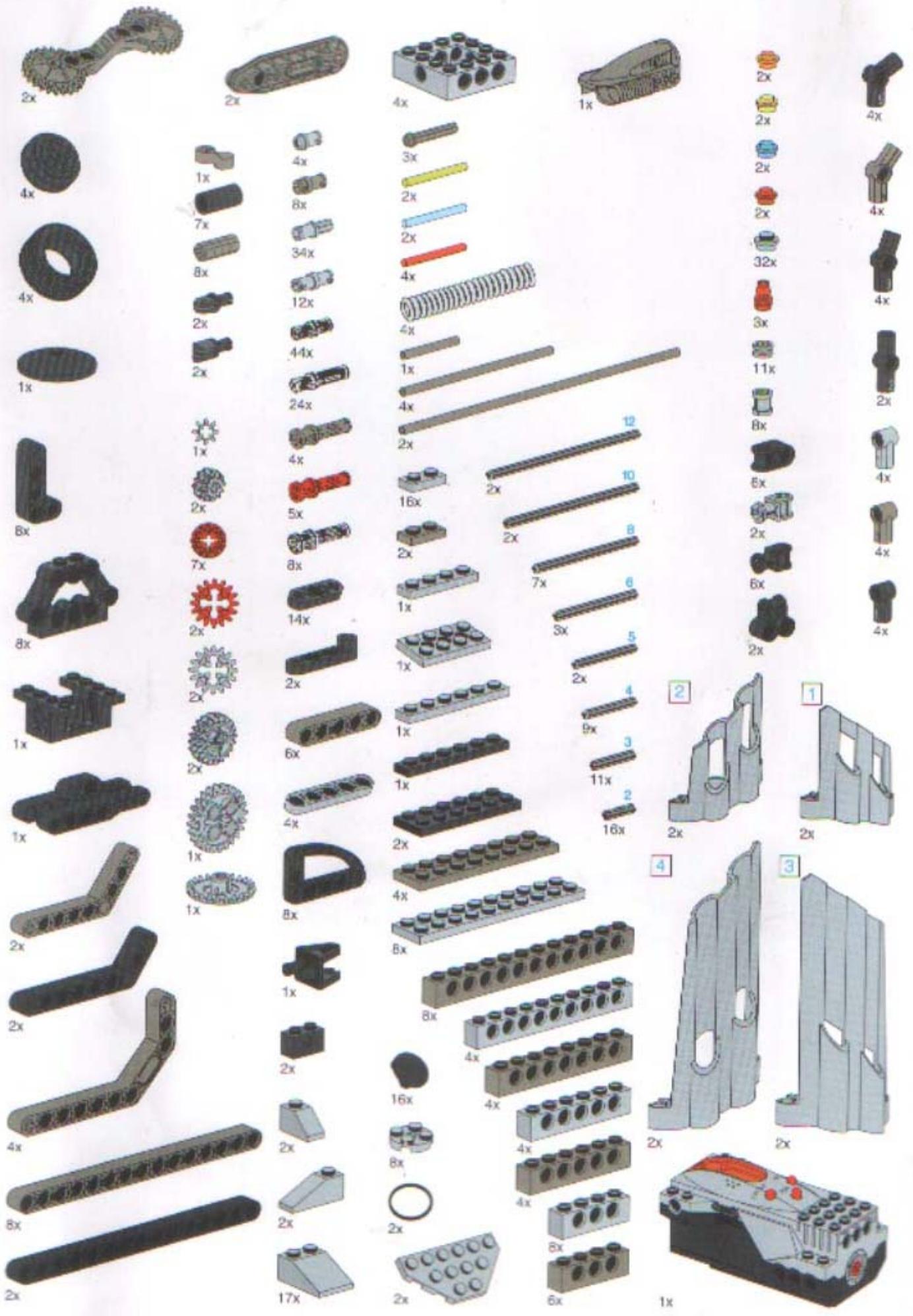
Scorpion Twin Stinger

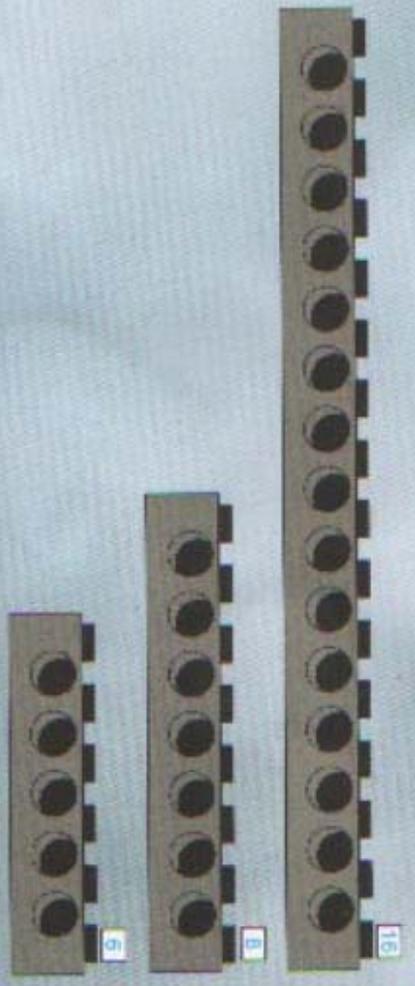
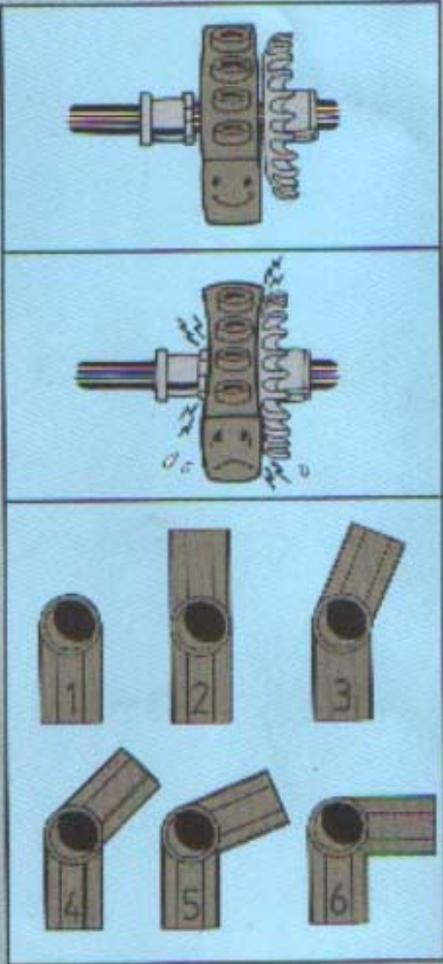
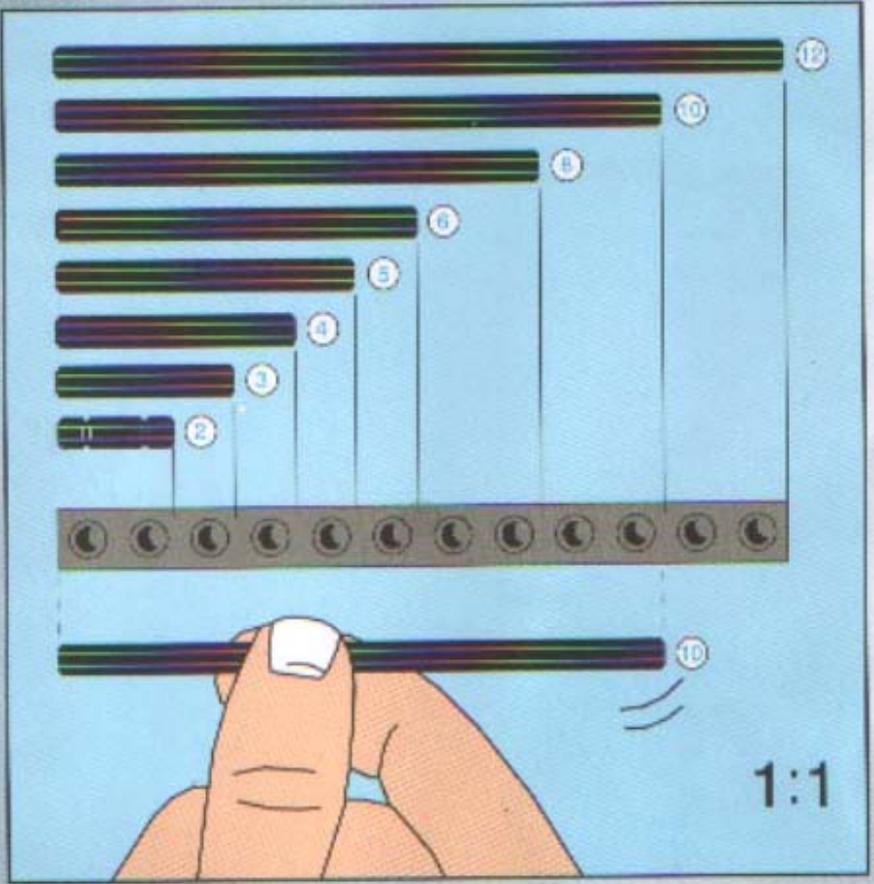


V.01 Vaporizer



Dual Cam P37





The logo features the word "LEGO" in white on a red square background, followed by "MINDSTORMS" in a large, bold, blue font with a white outline. The background of the entire page is a dark, atmospheric scene with a circuit board pattern overlaid at the bottom.

LEGO MINDSTORMS™

www.legomindstorms.com



MINDSTORMS™

**STAR
WARS™**



A detailed LEGO MindStorms Dark Side Developer Kit is shown against a dark, smoky background. The kit features a white and black motor, a red sensor, and various grey and black beams and connectors. A prominent red and black sensor is mounted on top. The text "DARK SIDE DEVELOPER KIT" is overlaid in large, bold, yellow letters with a black outline. The words "ON-OFF" and "R." are visible on the motor's top panel.

**DARK SIDE
DEVELOPER KIT™**

2

9754

CONSTRUCTION

Willkommen Sith™ Lord!

Dies ist das zweite Level des Dark Side Developer Kit™.

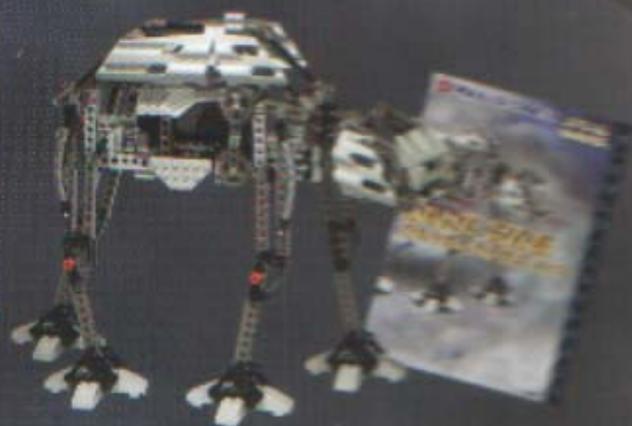
In dieser Constructopedia™ verfeinerst du deine Fähigkeiten, indem du höher entwickelte Roboter baust.



Sith Lord



Sith Meister



Sith Lehrling



INHALT

Einleitung

Überblick über die Ebene "Sith Lord"

Seite 6

Training

Zerstörer-Drolde

Seite 8

Aufgabe

Der Stepper

X-Walker

Seite 42

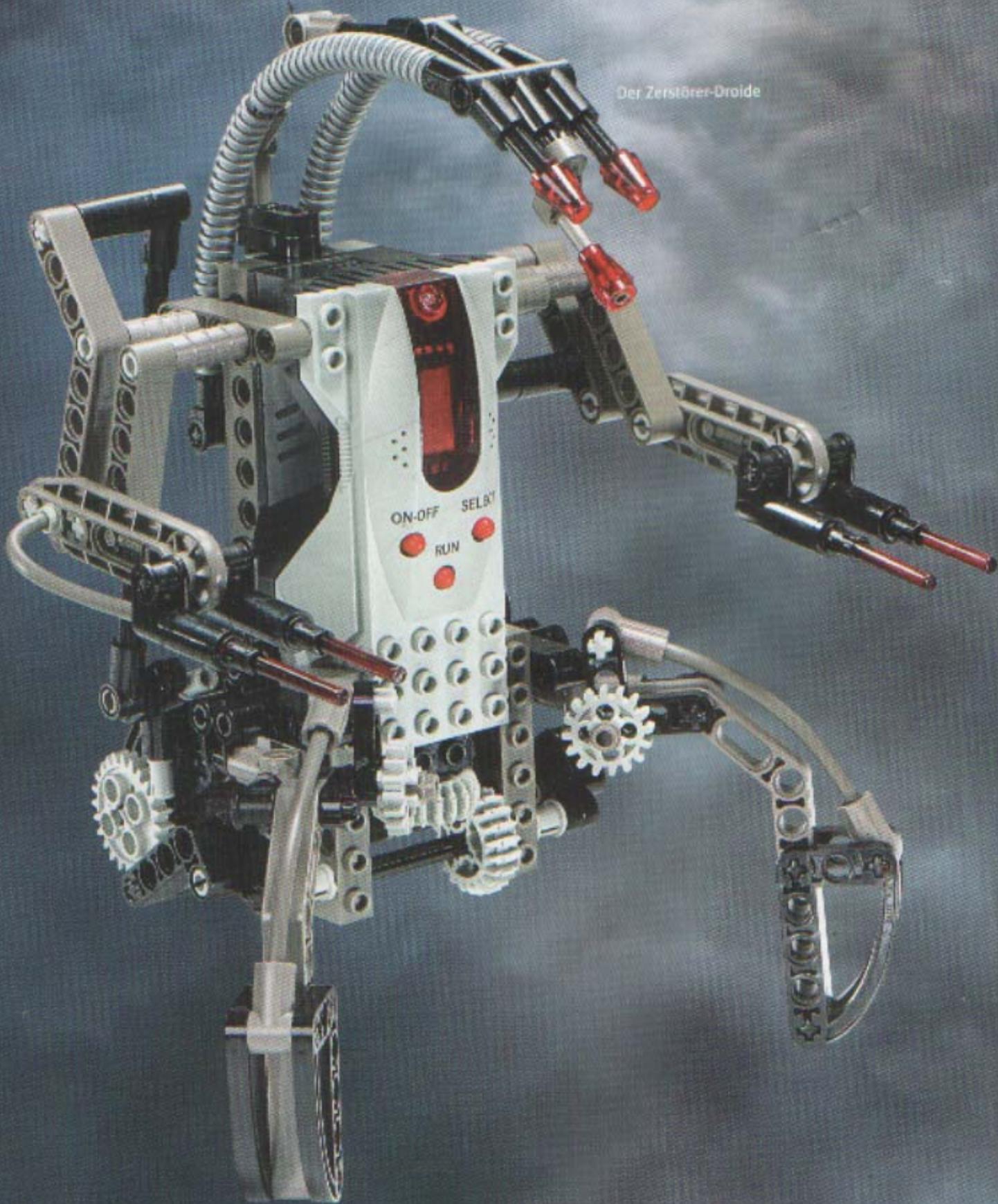
Seite 54

Extras

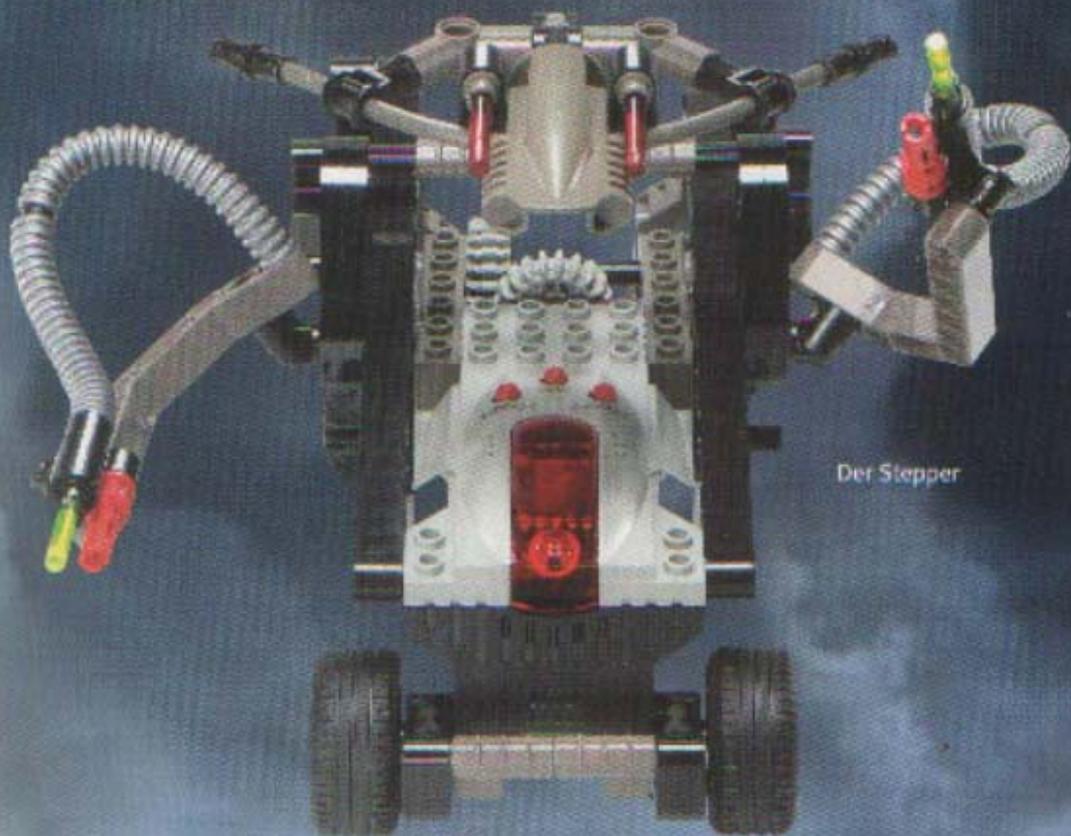
Besonderheiten

Seite 70

Der Zerstörer-Droide



Der X-Walker

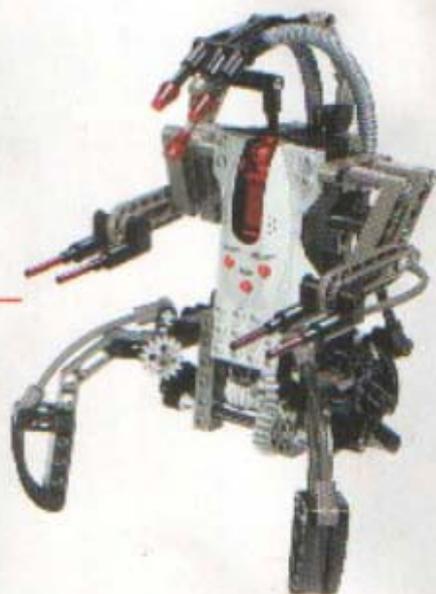


Der Stepper

DIE LORD-EBENE / ÜBERBLICK ÜBER SITH™

Auf der Ebene Sith Lord wirst du höher entwickelte Roboter erschaffen. Als erstes baust du den Y-Frame. Dann fügst du weitere Teile hinzu, um daraus den Zerstörer-Droide, den Stepper oder den X-Walker zu machen.

Der Zerstörer-Droide
Seite 8



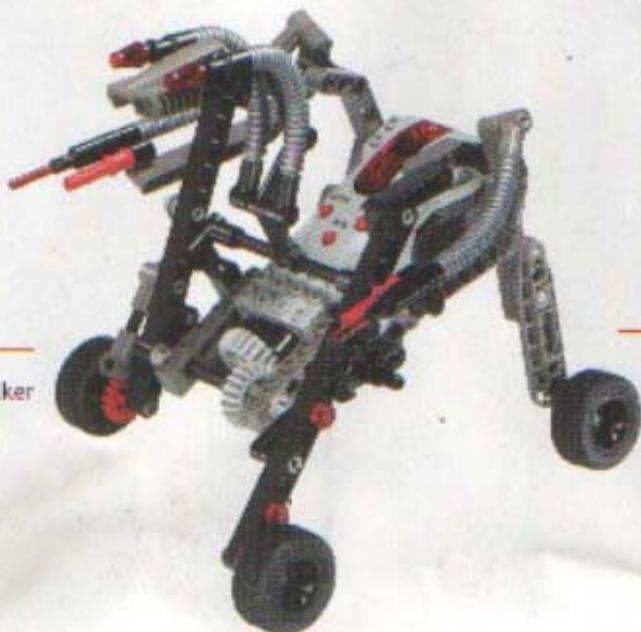
Der Stepper
Seite 42



Der Y-Frame
Das Herzstück aller
Droiden auf dieser Seite
siehe Buch 1, Seite 10.



Der X-Walker
Seite 54



Besonderheiten, Seite 70



Besonderheiten, Seite 70

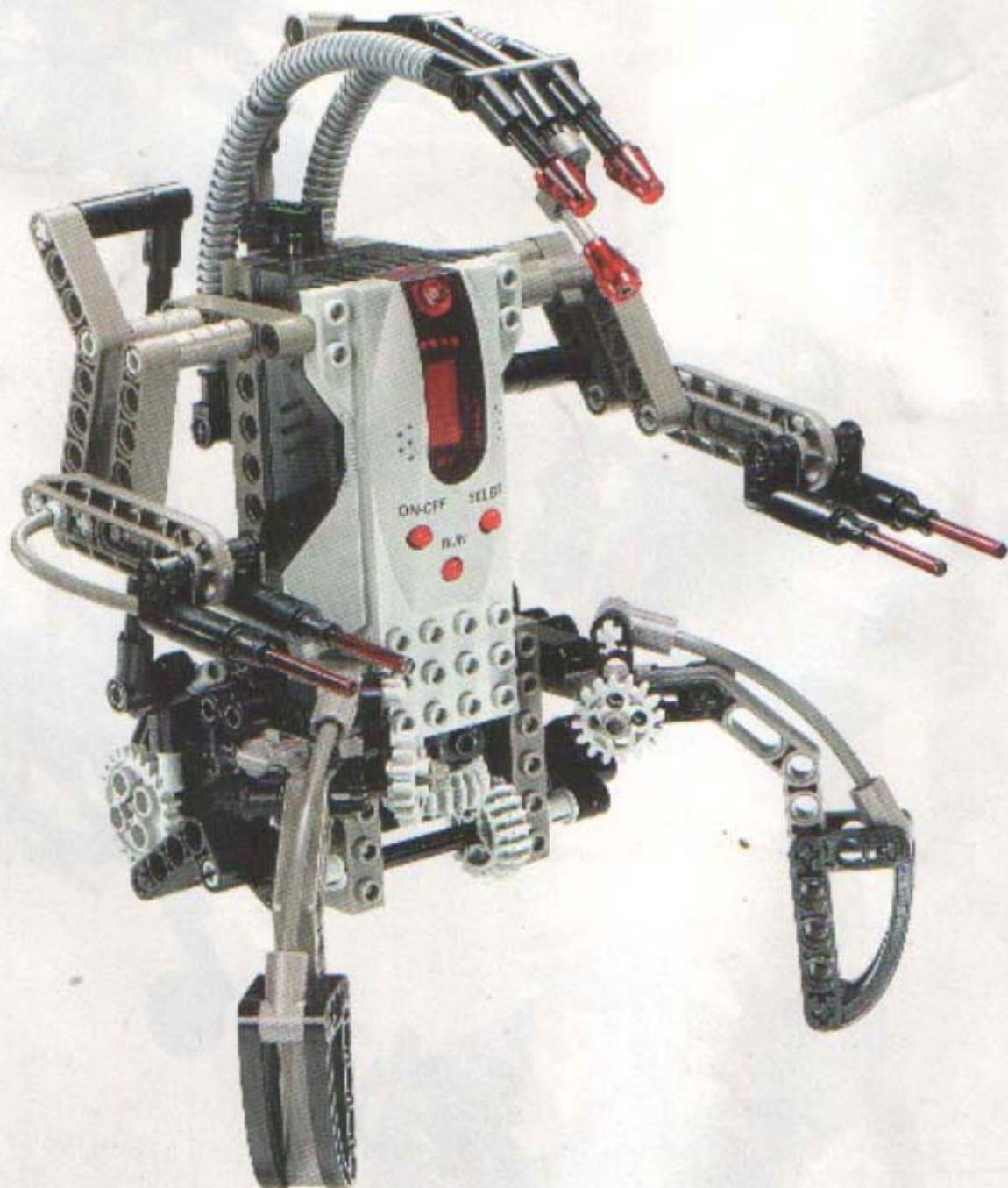


Besonderheiten, Seite 70



Besonderheiten, Seite 70

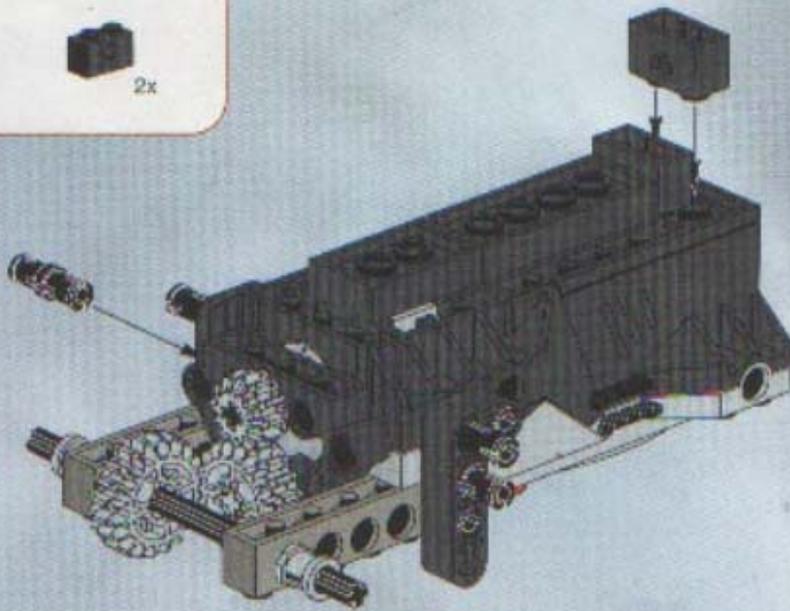
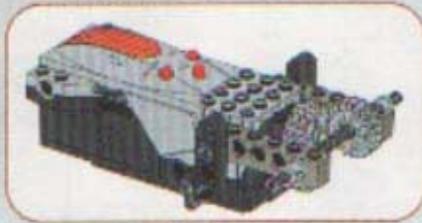




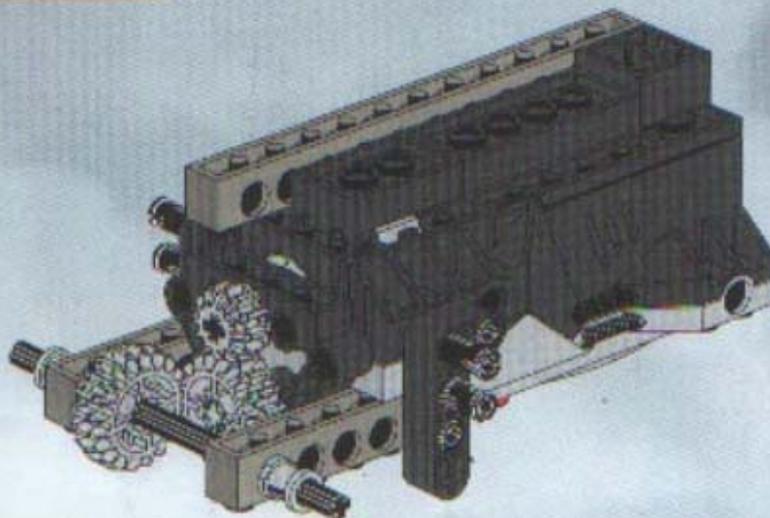
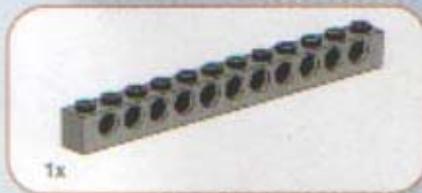


Lies auf Seite 10 in Buch 1 nach, wenn du den Y-Frame noch nicht gebaut hast.

1

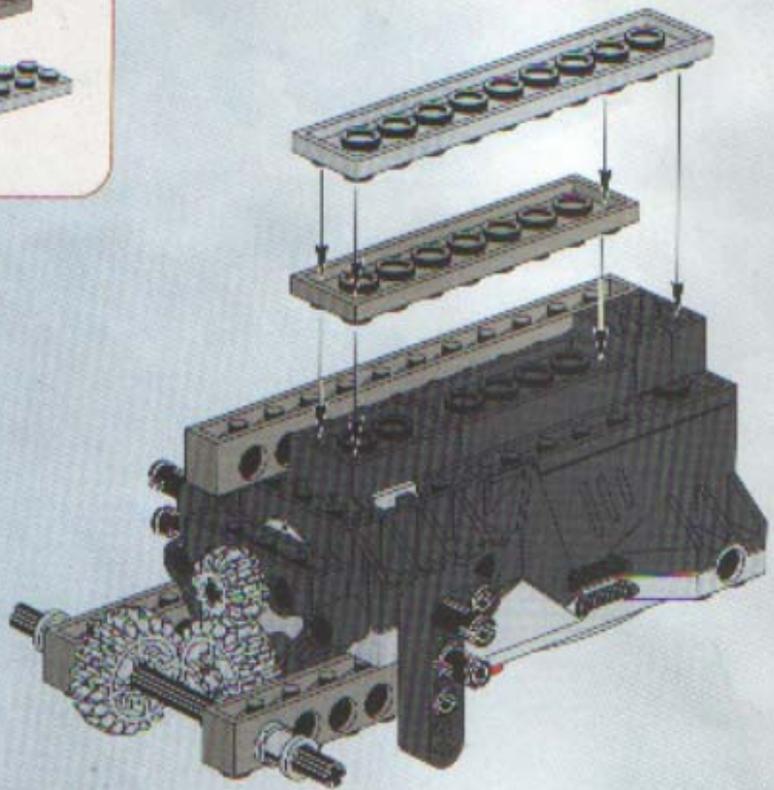
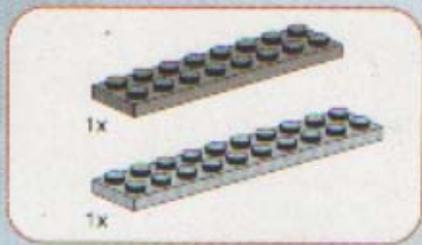


2

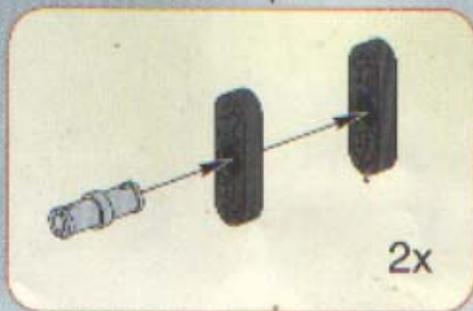
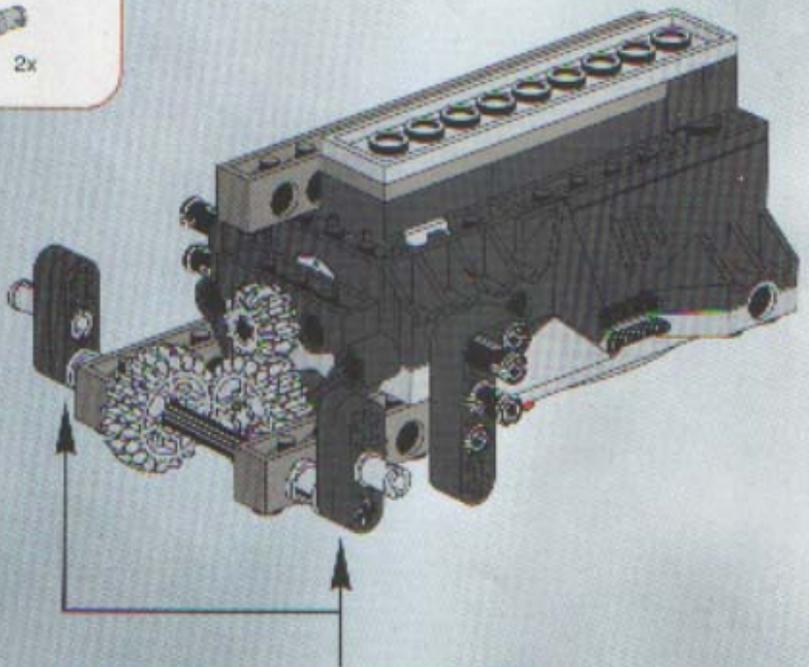
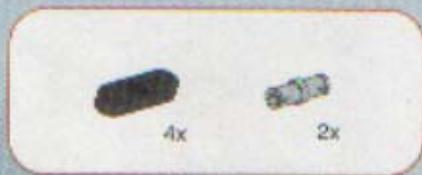




3

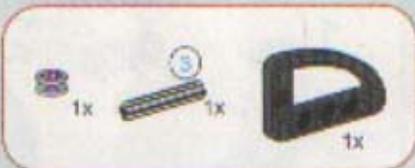


4

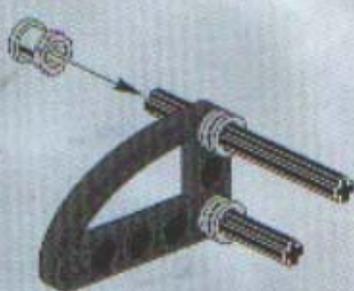
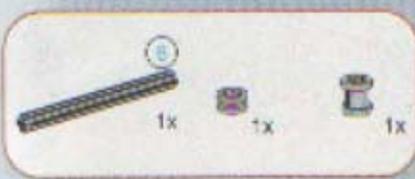




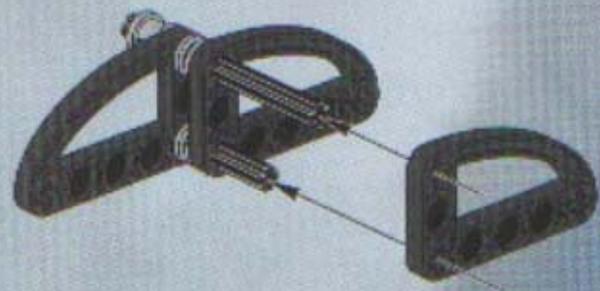
1



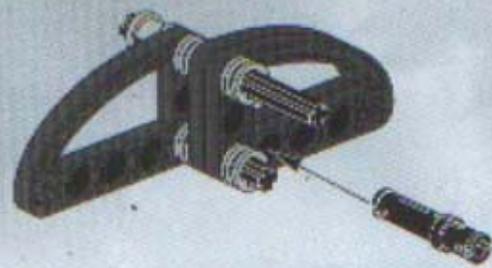
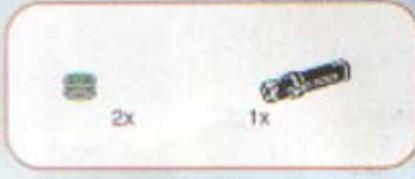
2



3

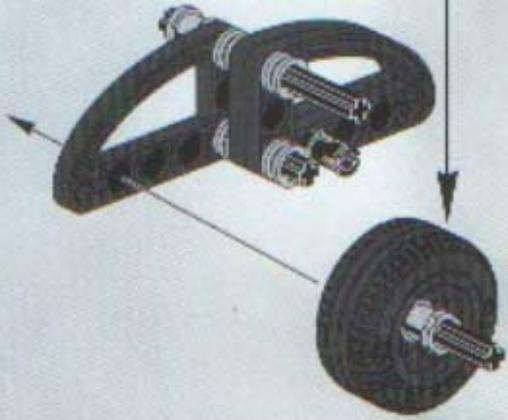
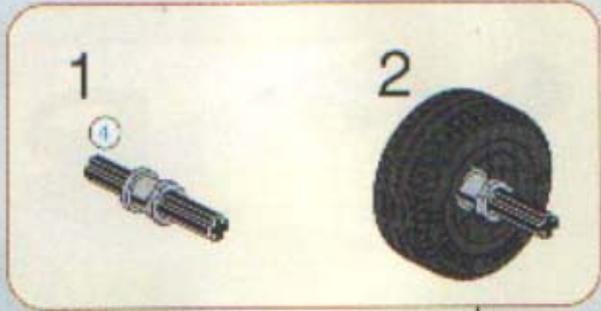
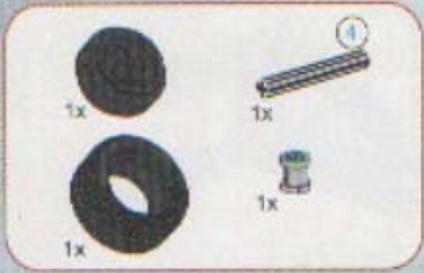


4





5



6

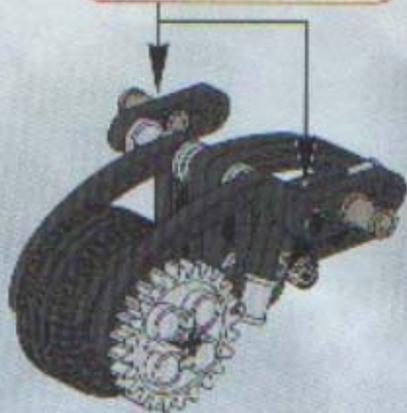


7

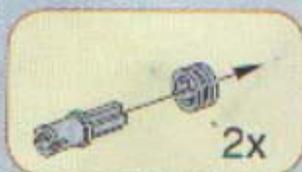




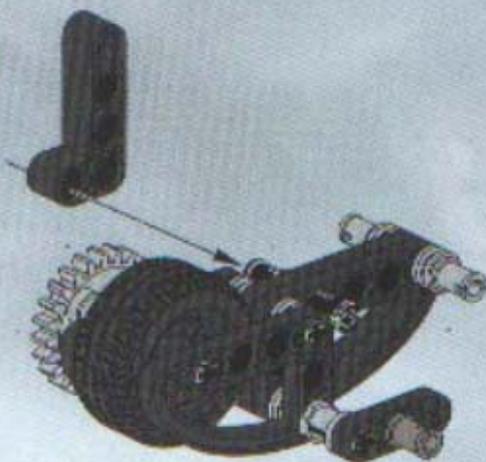
8



9

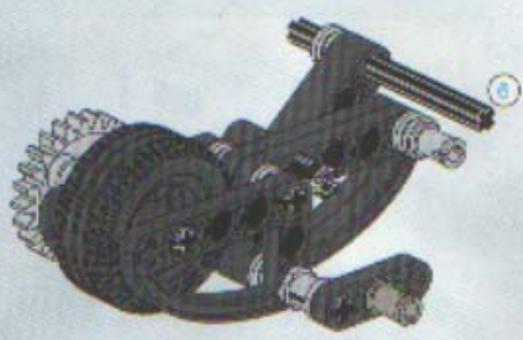


10

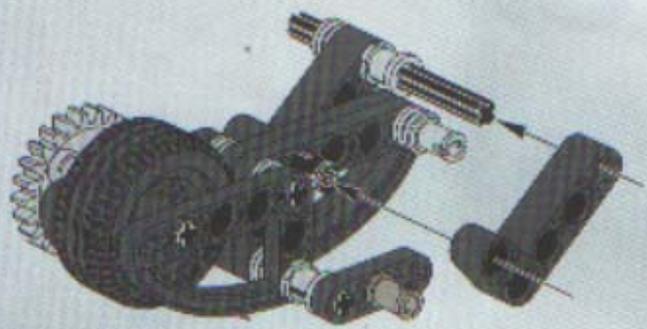




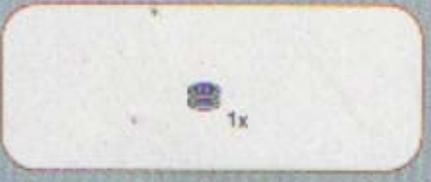
11



12

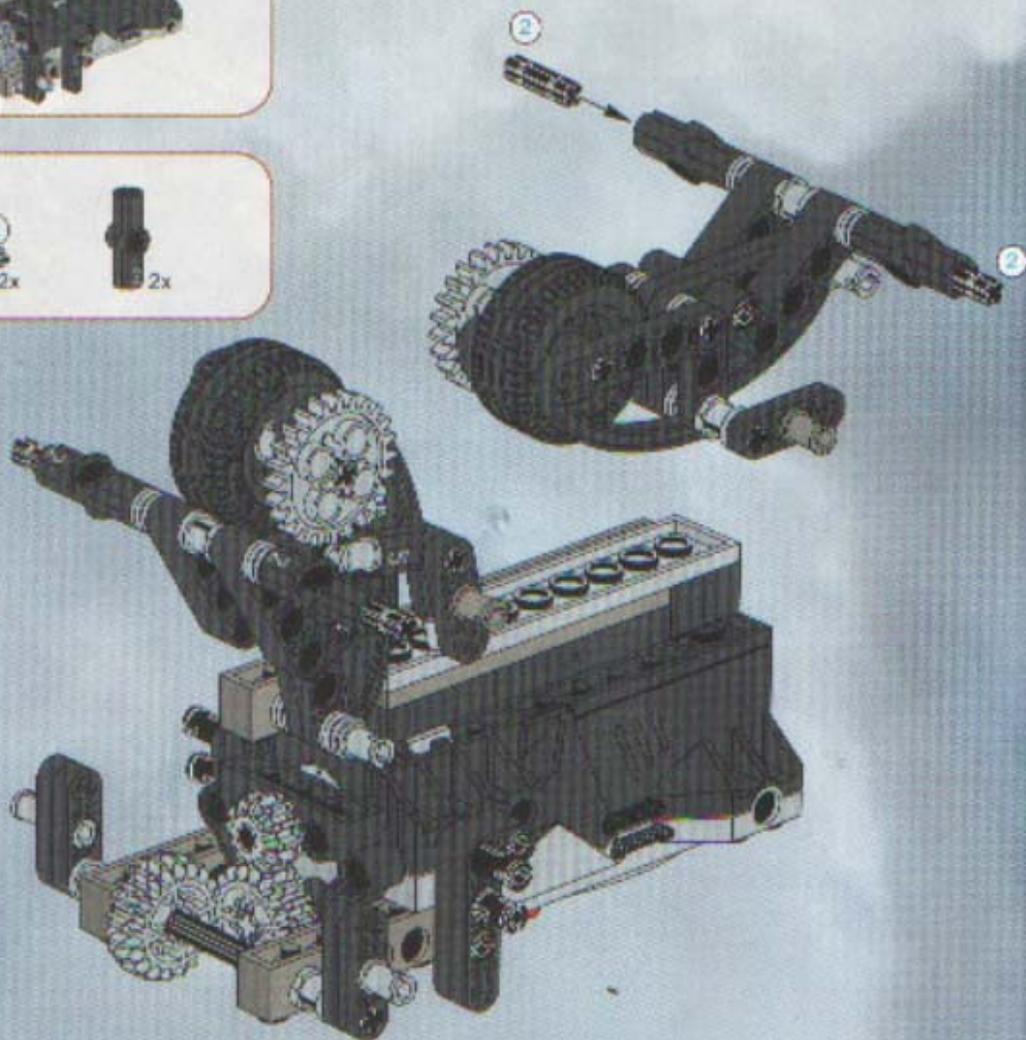


13

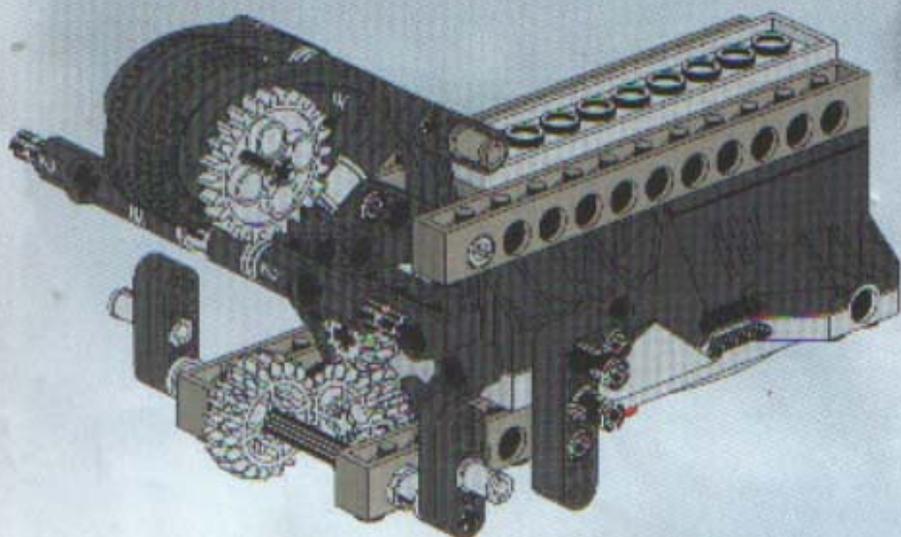
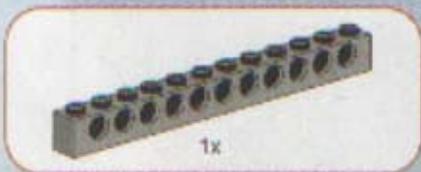




14

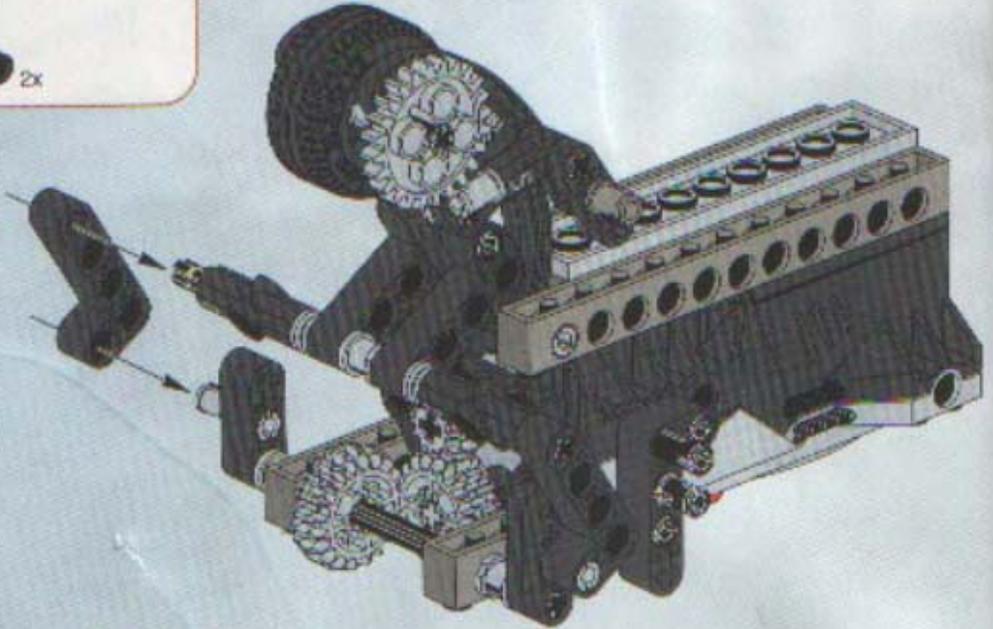


15

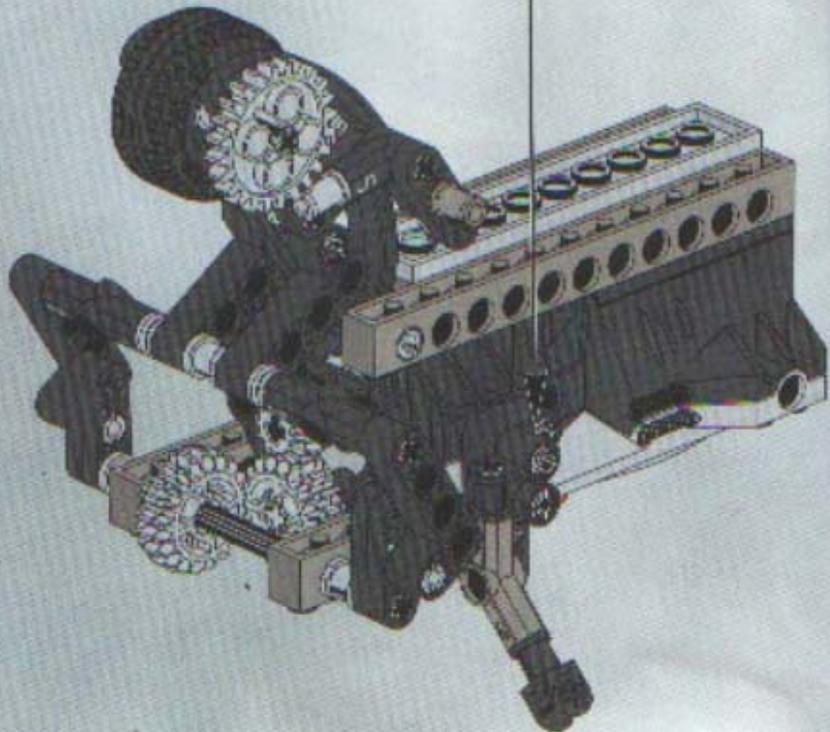
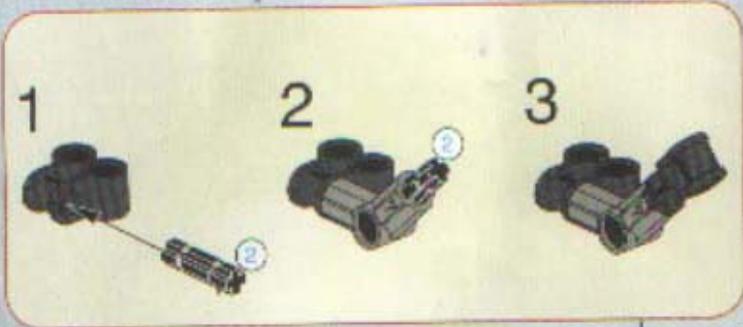
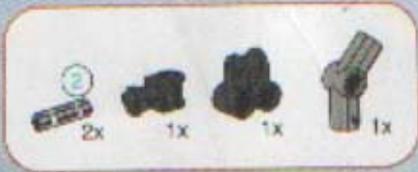




16

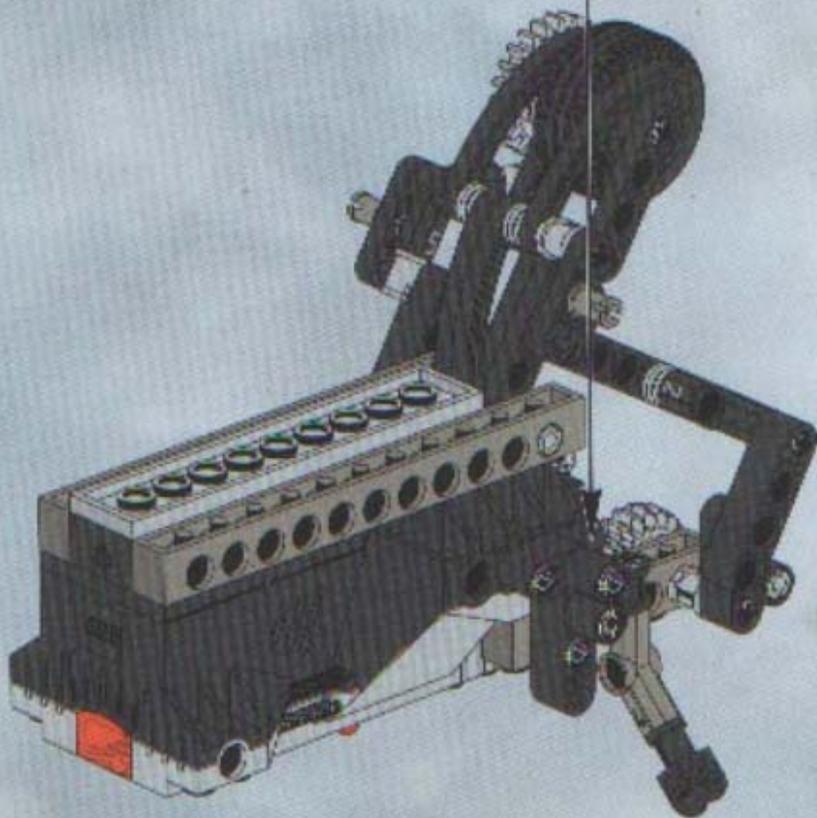
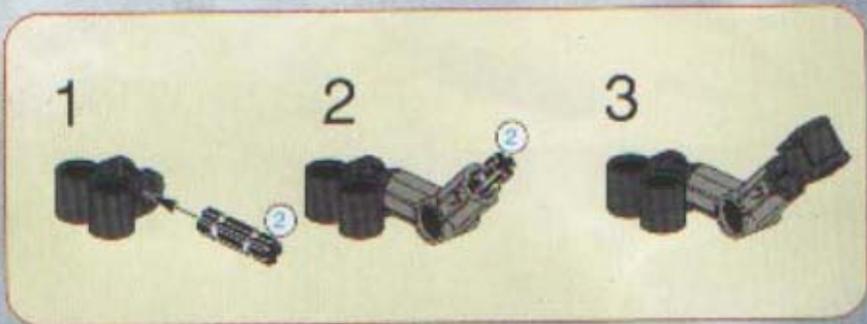


17





18

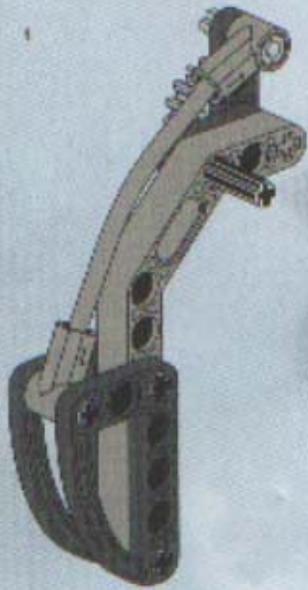
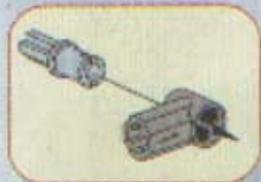




5

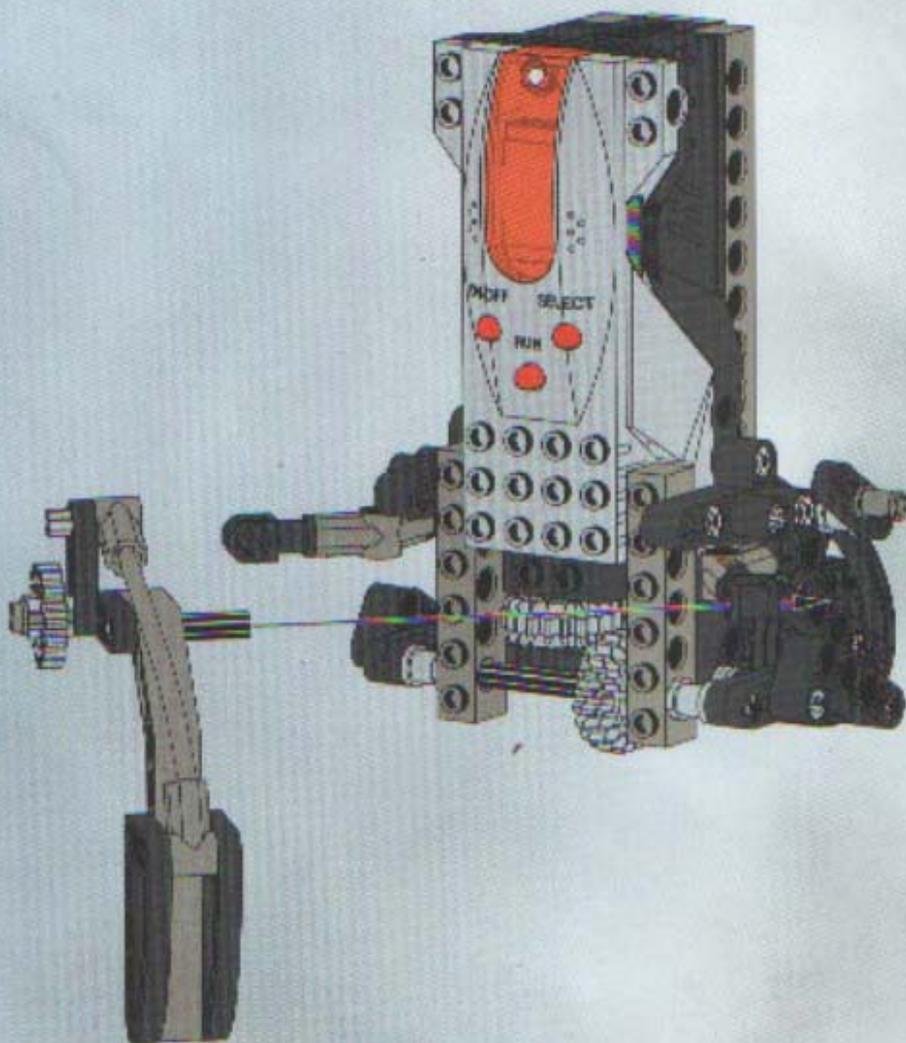


6





8

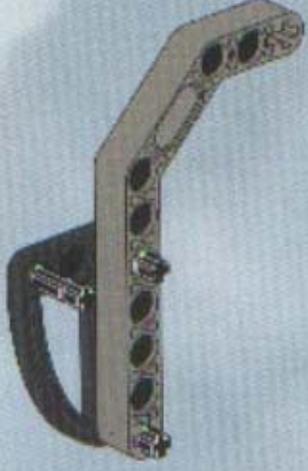




1



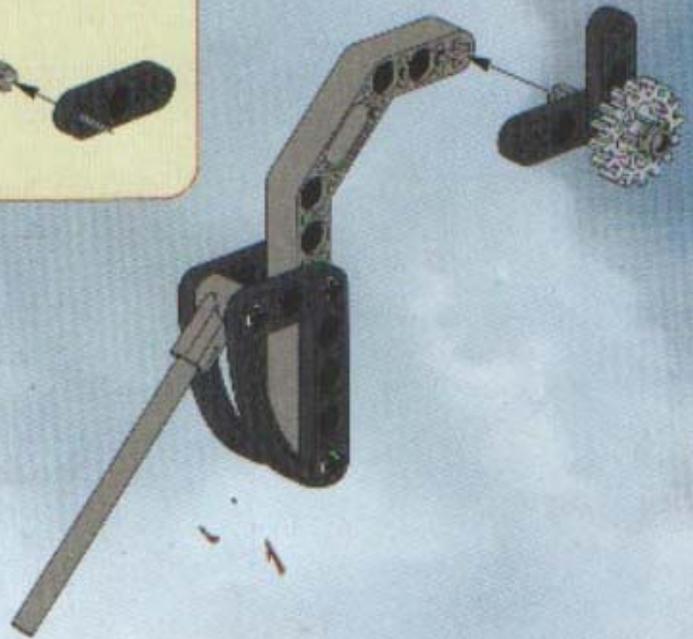
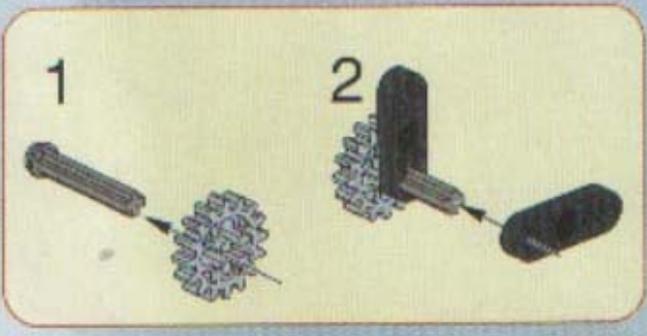
2



3



4

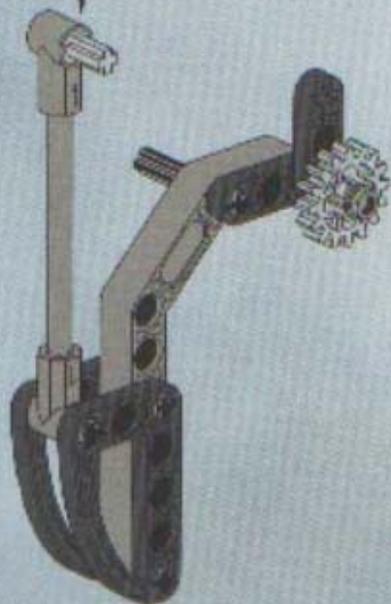
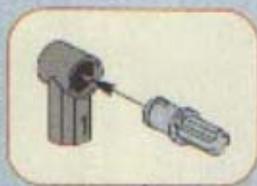




5

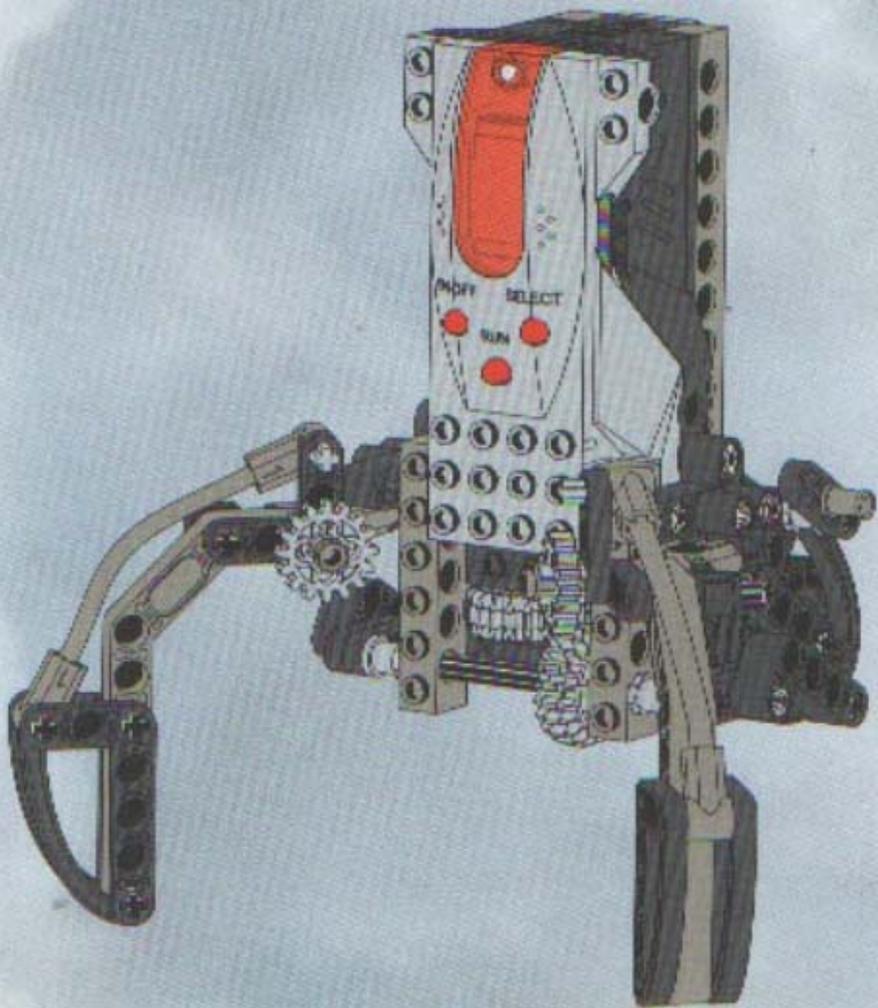


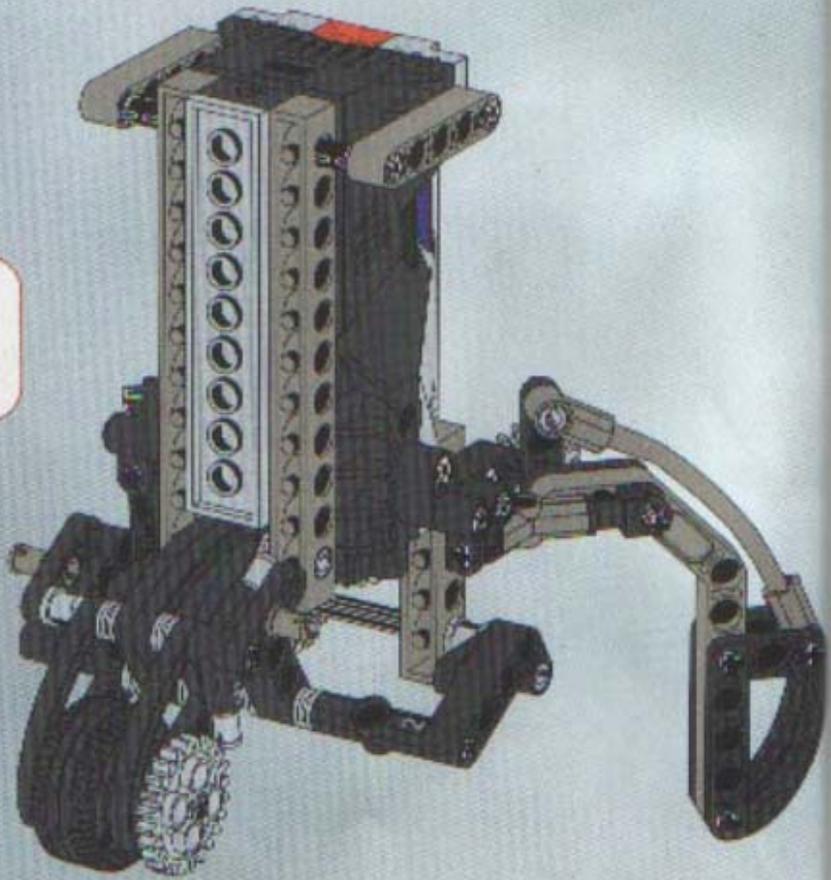
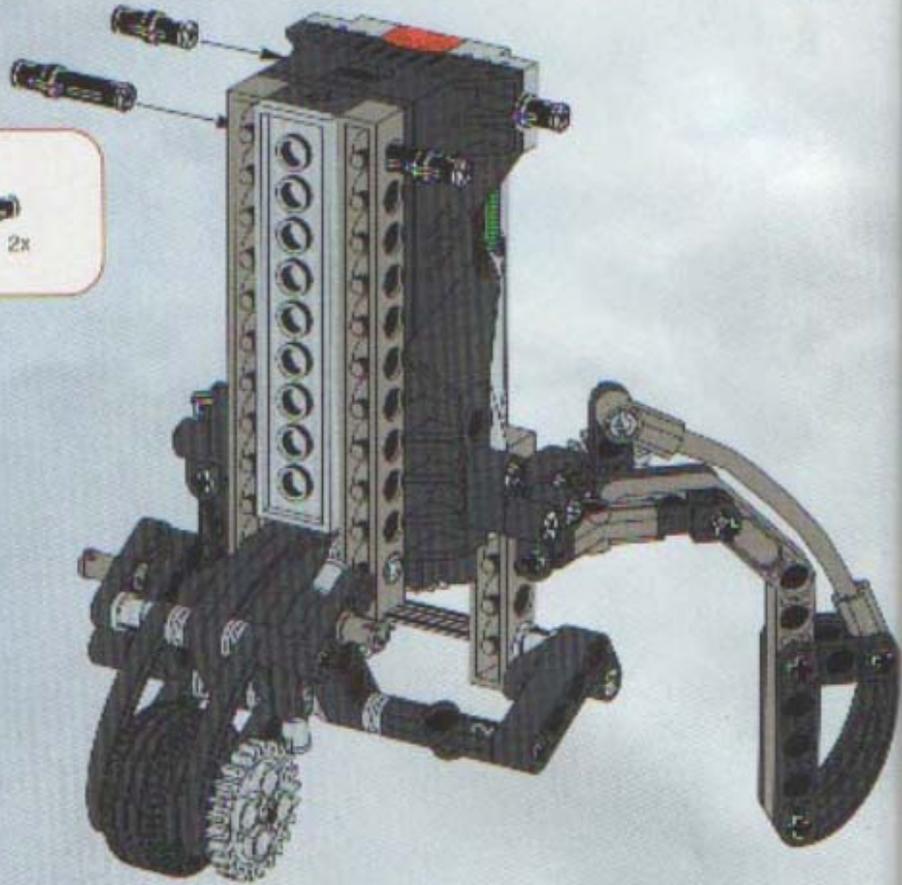
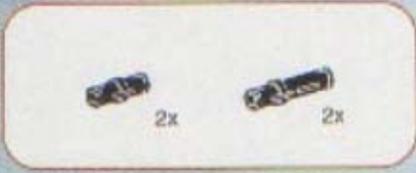
6



7

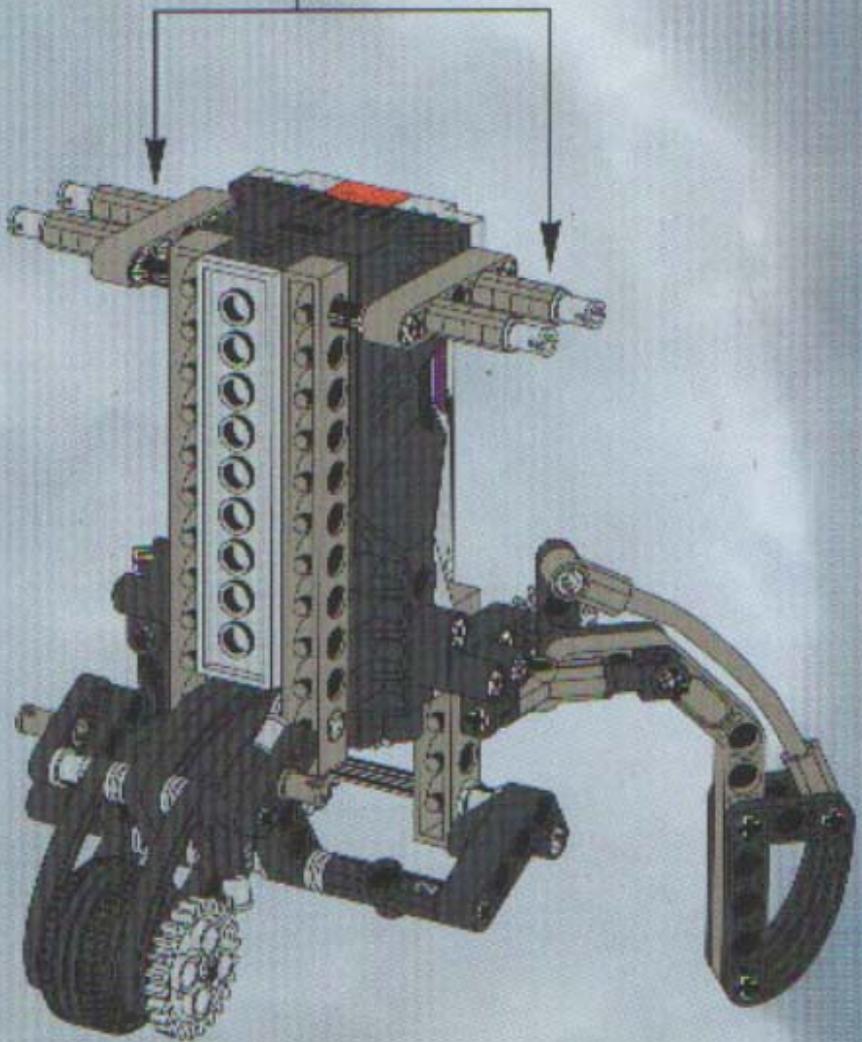
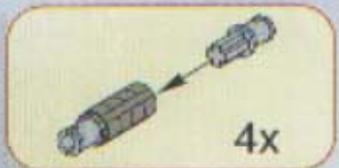
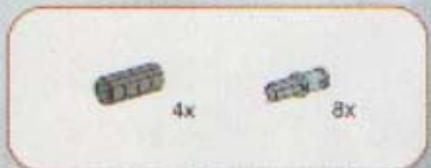


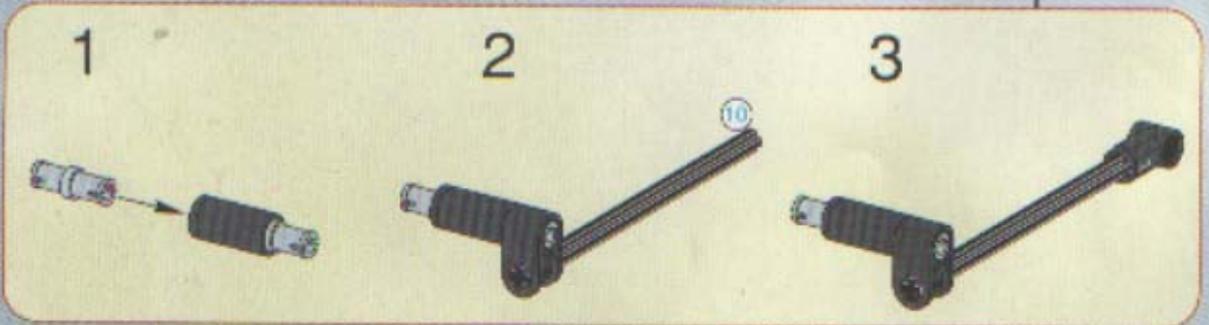
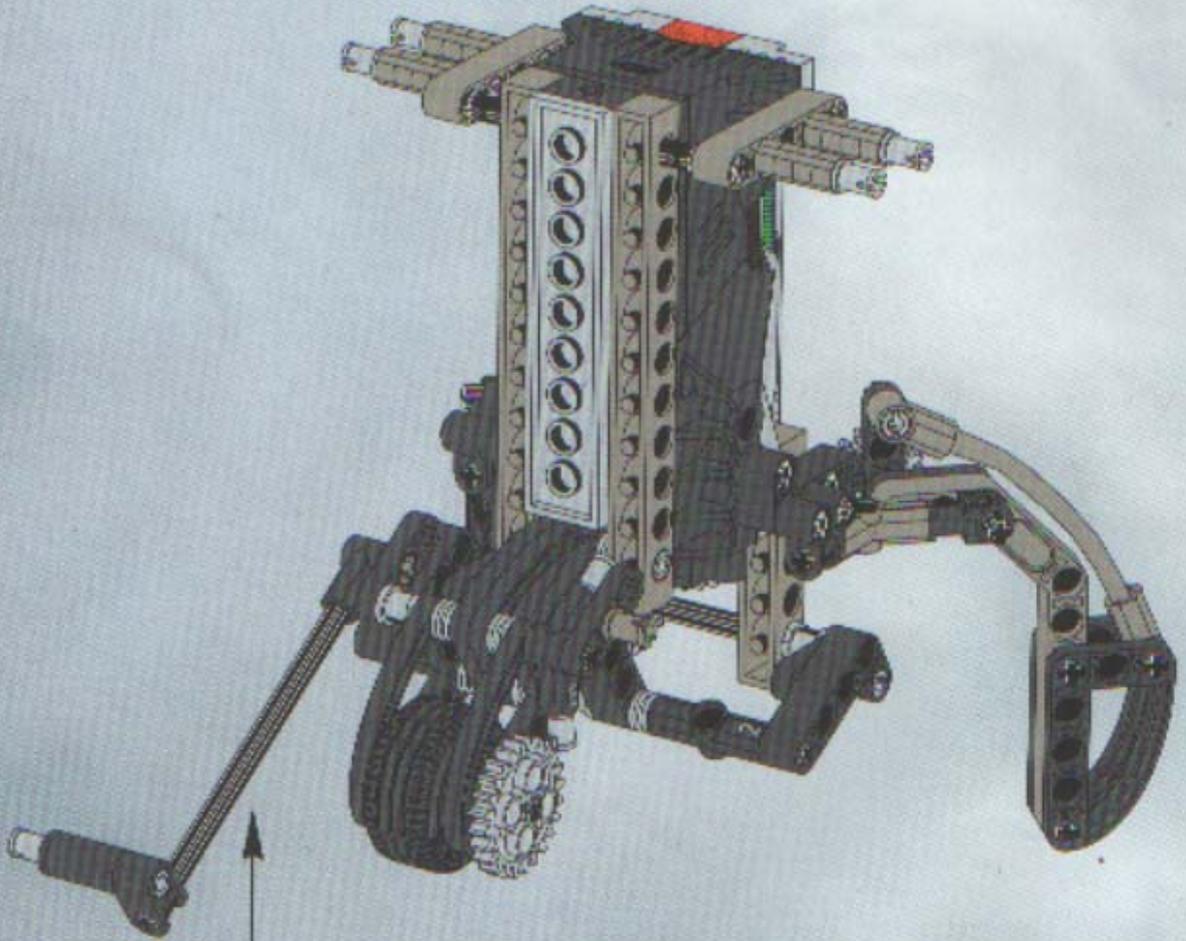
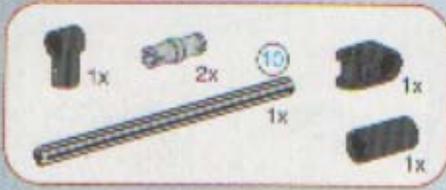


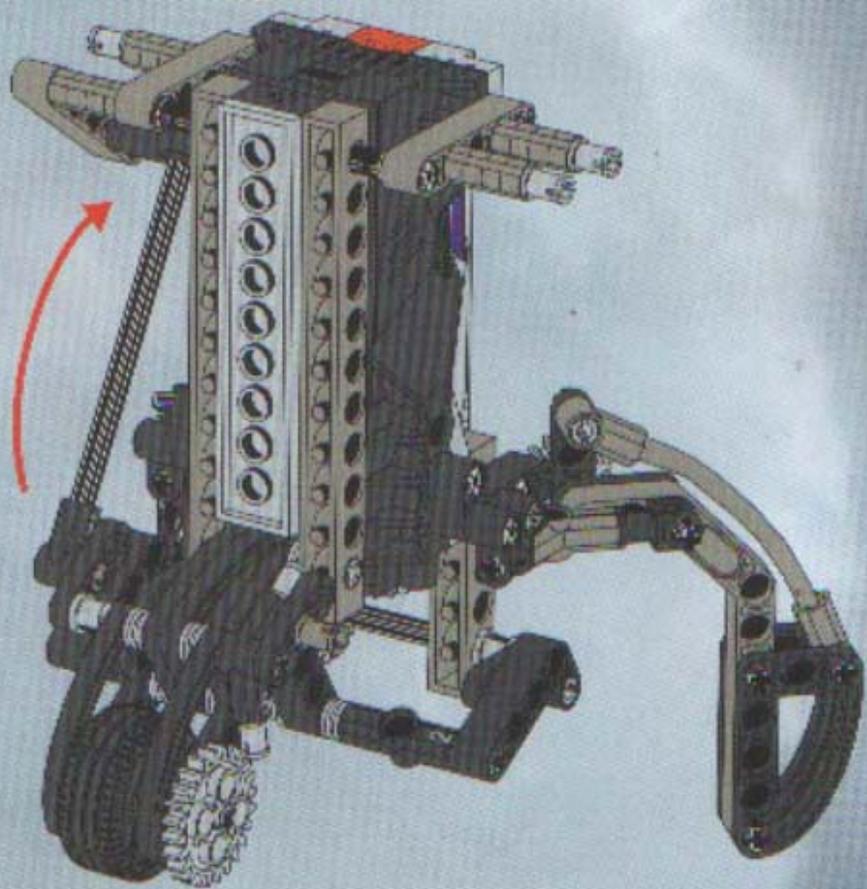




3





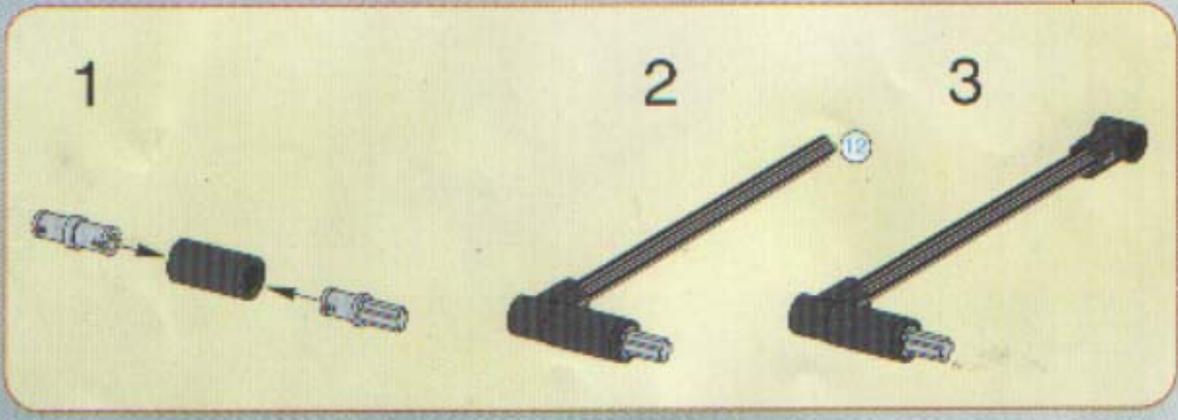
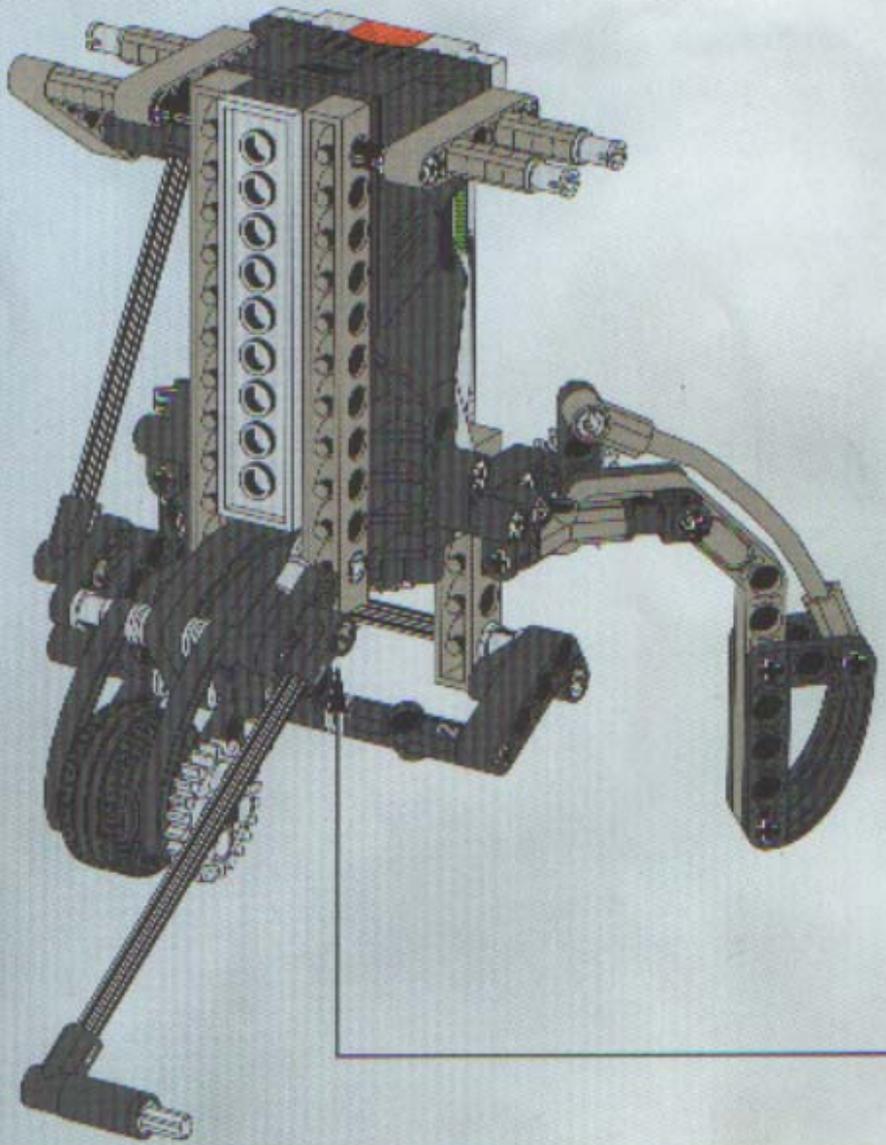
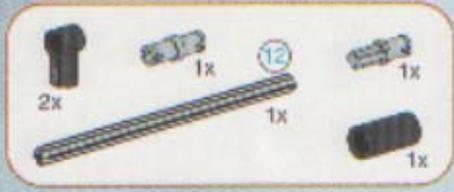


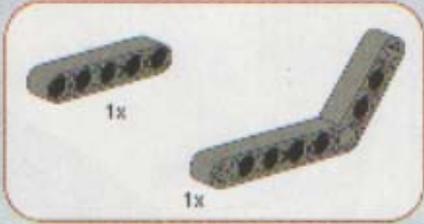
5

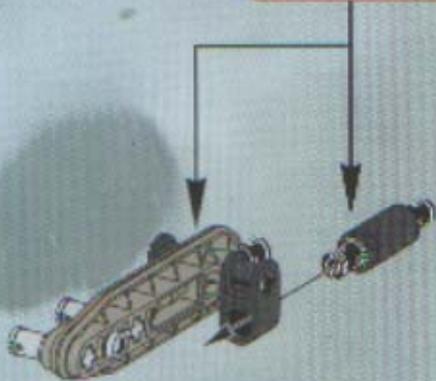
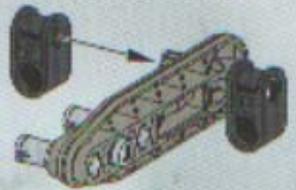
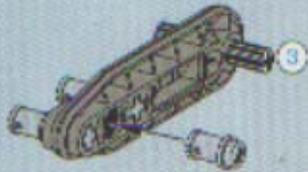
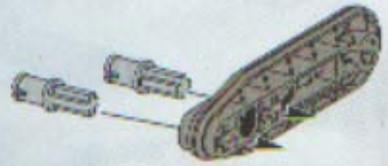
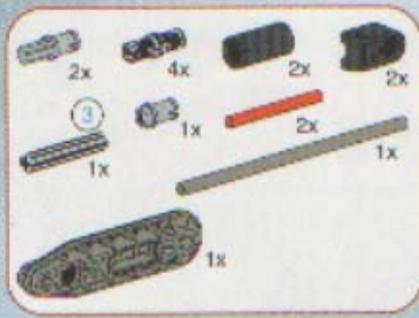


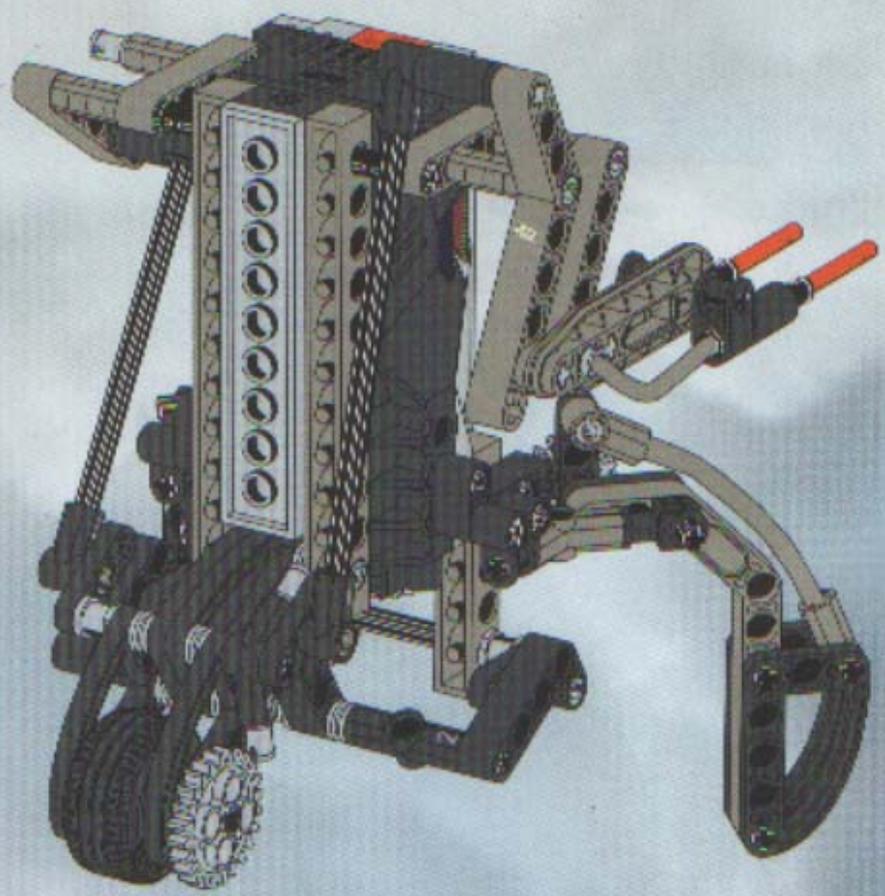


6





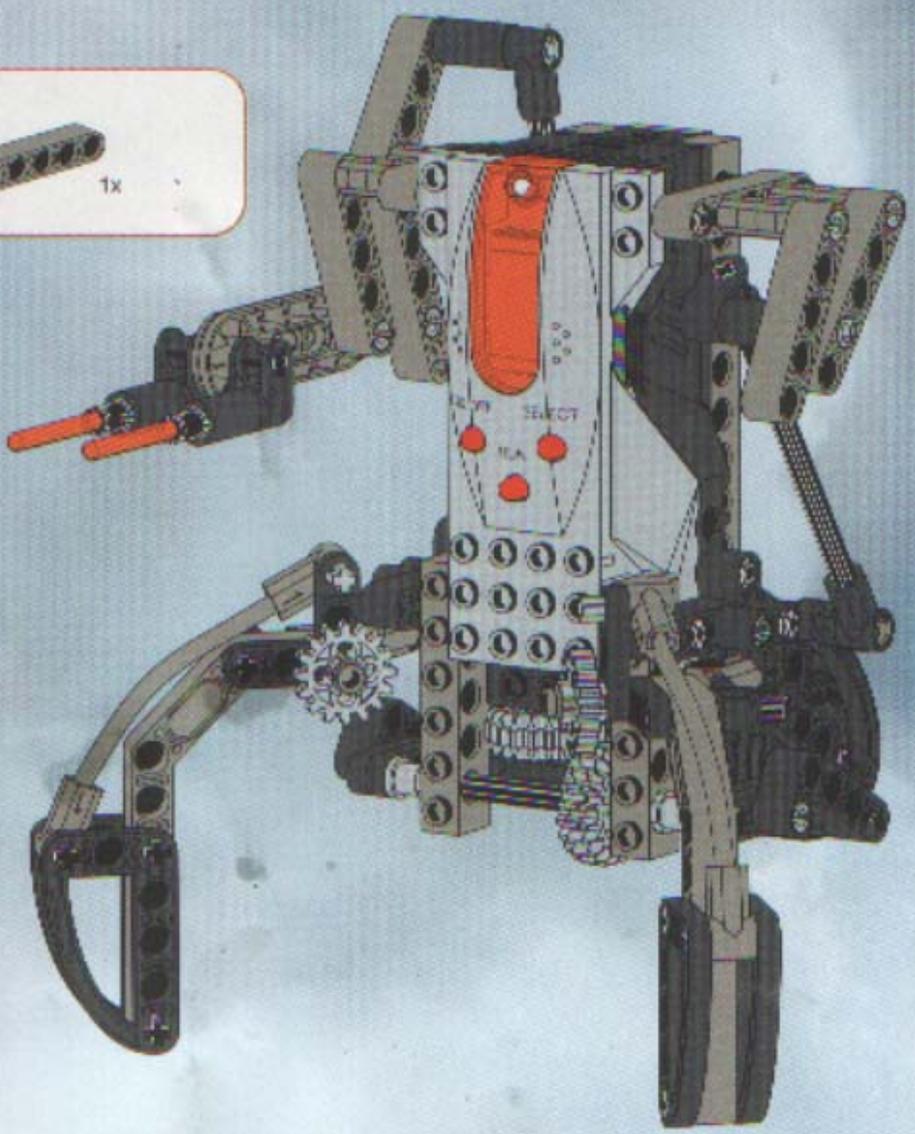


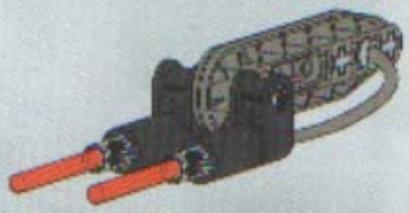
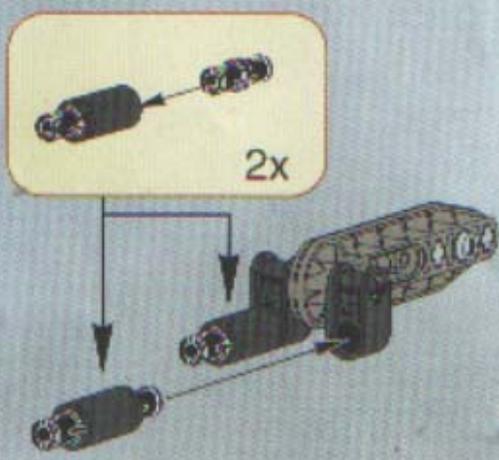
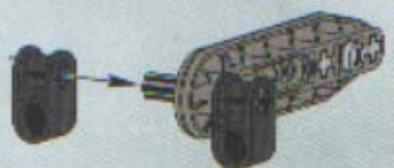
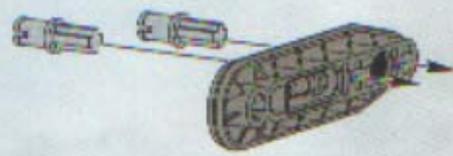
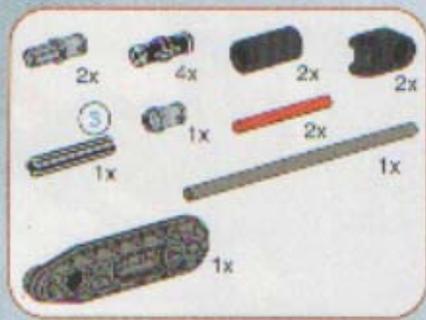


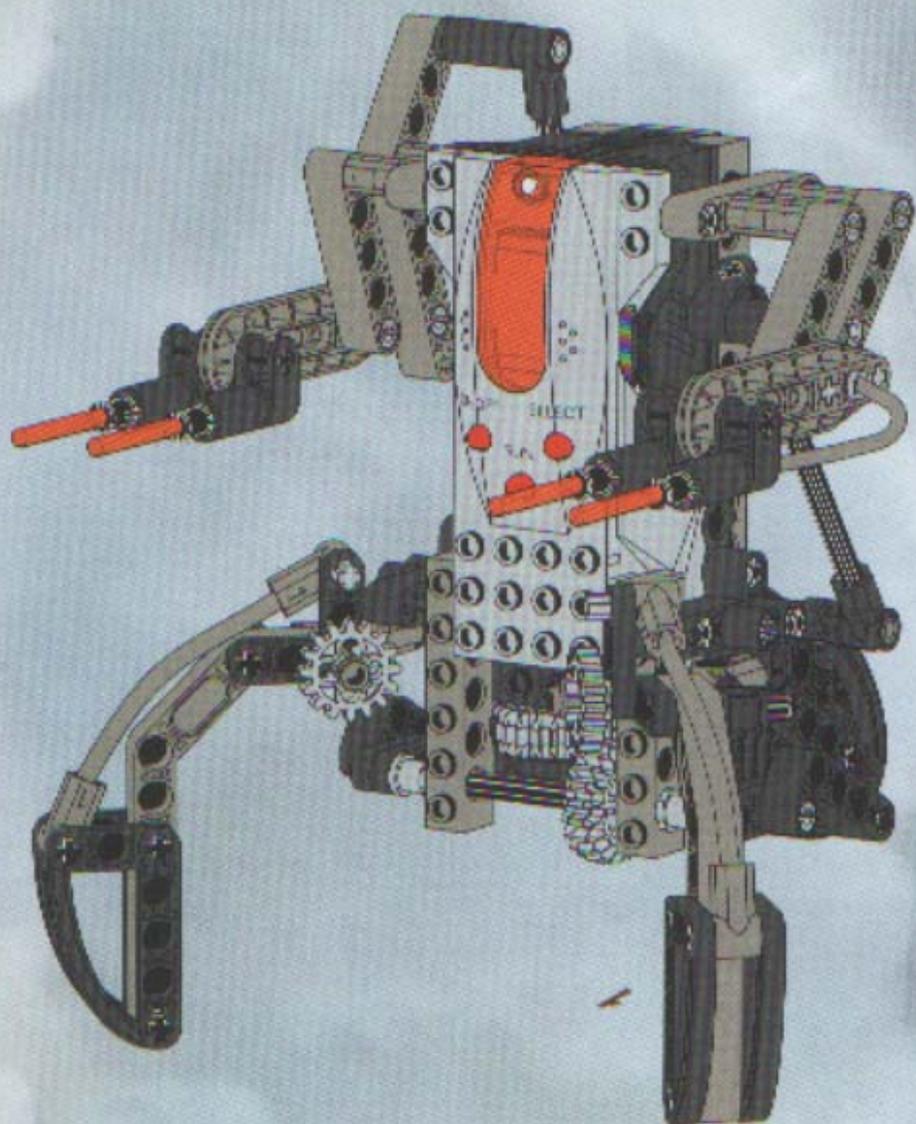
6



7







6





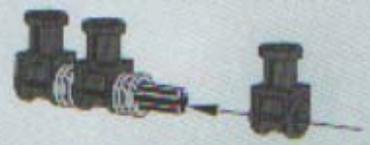
1



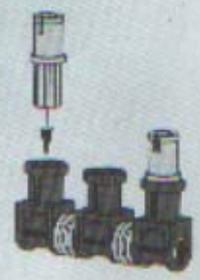
2



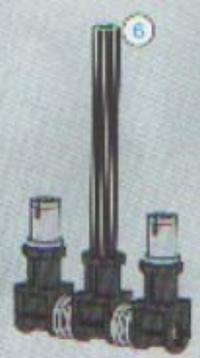
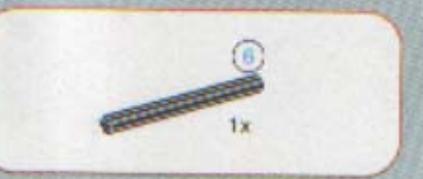
3



4

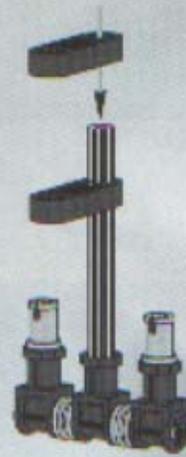


5

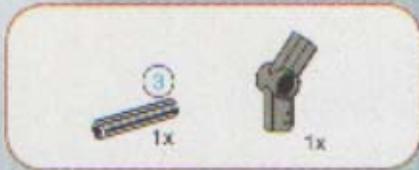




6



7

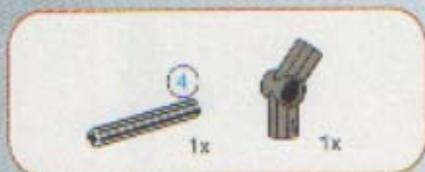


8



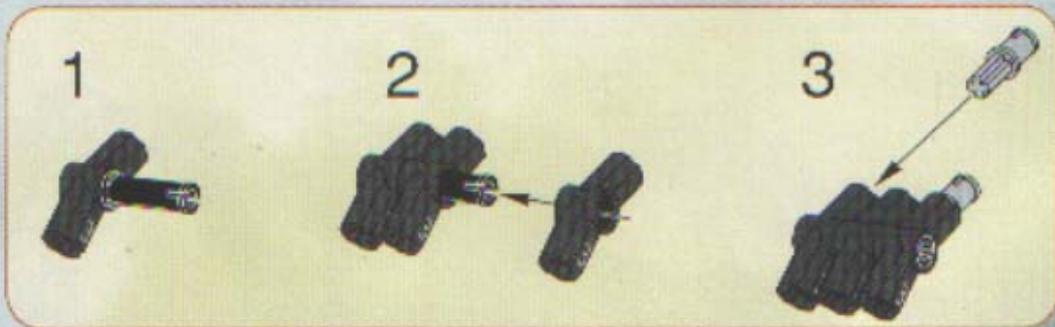
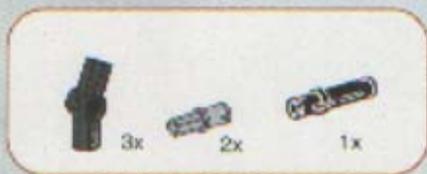


9

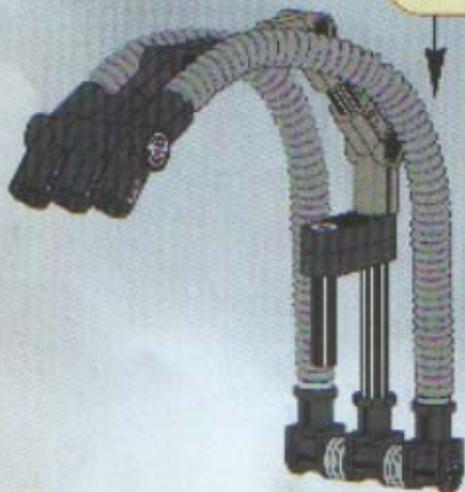
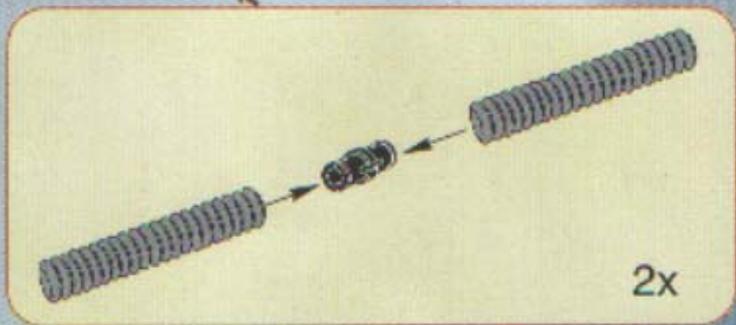


10



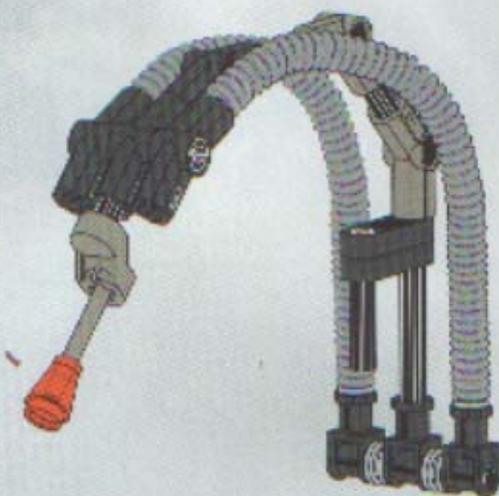
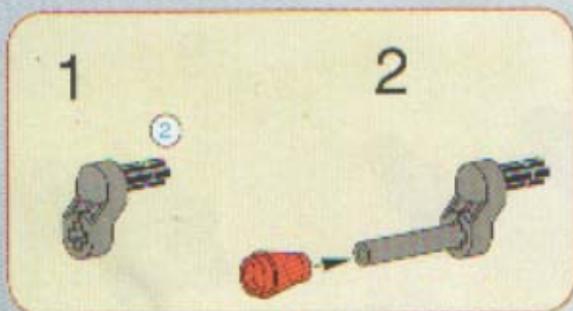
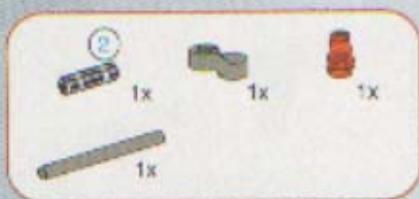


12

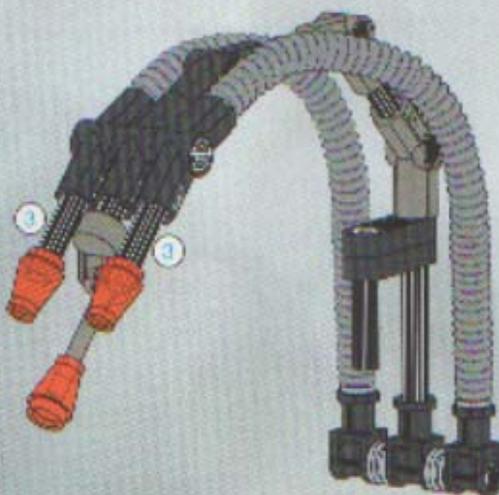


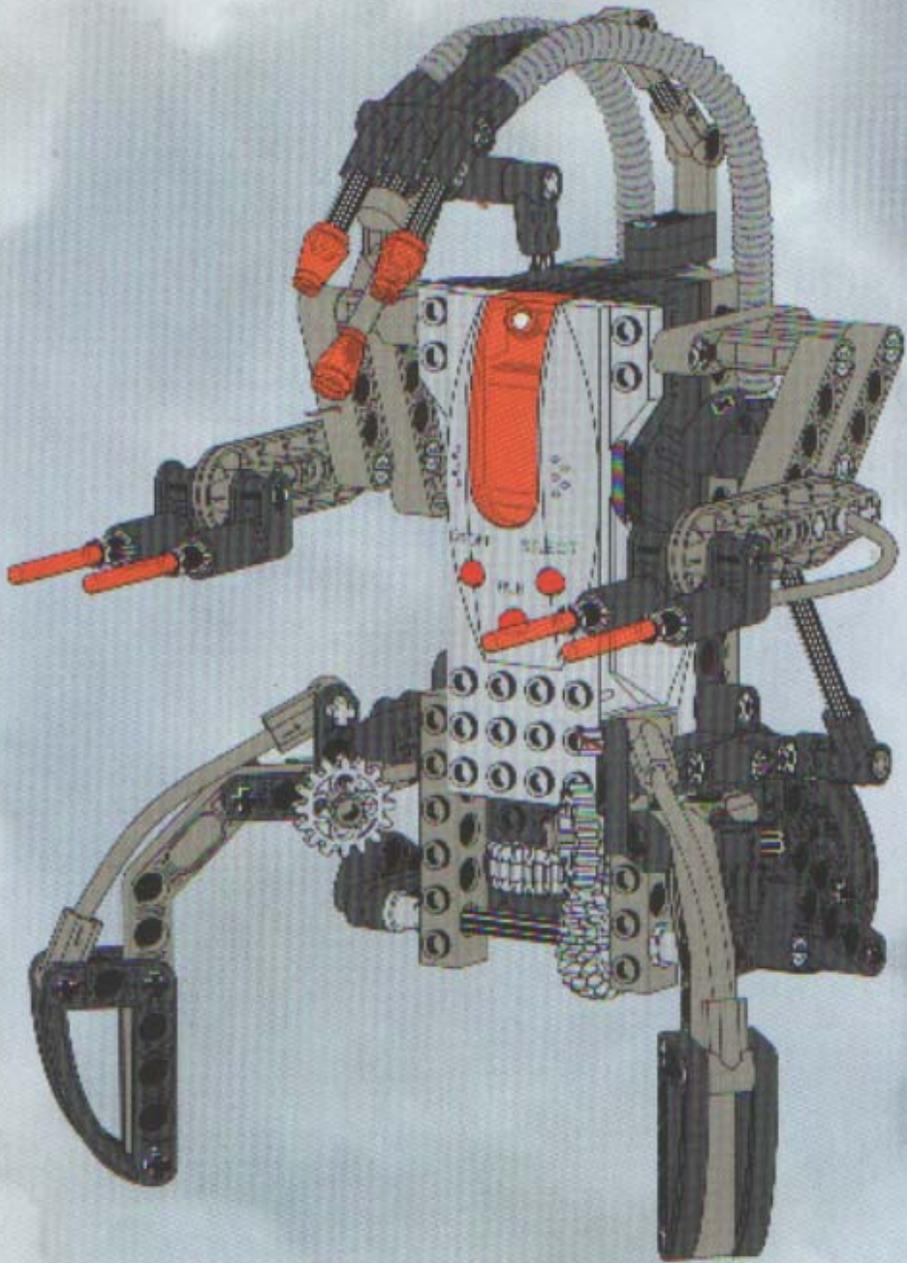


13



14

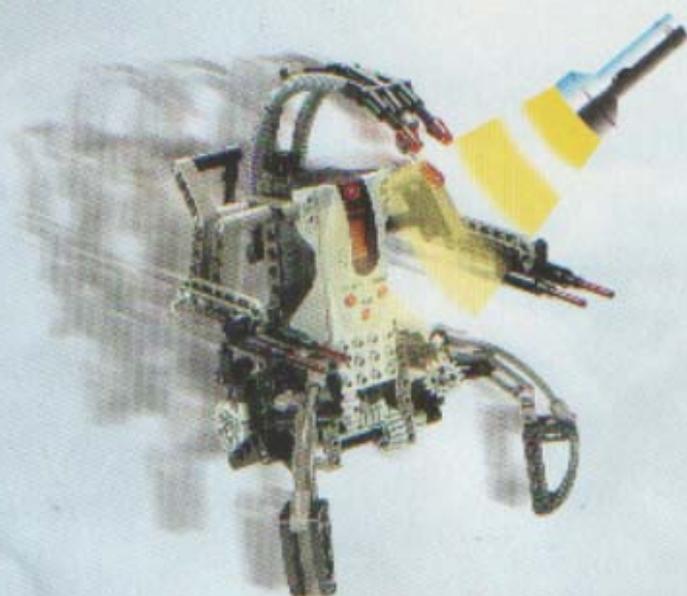




15



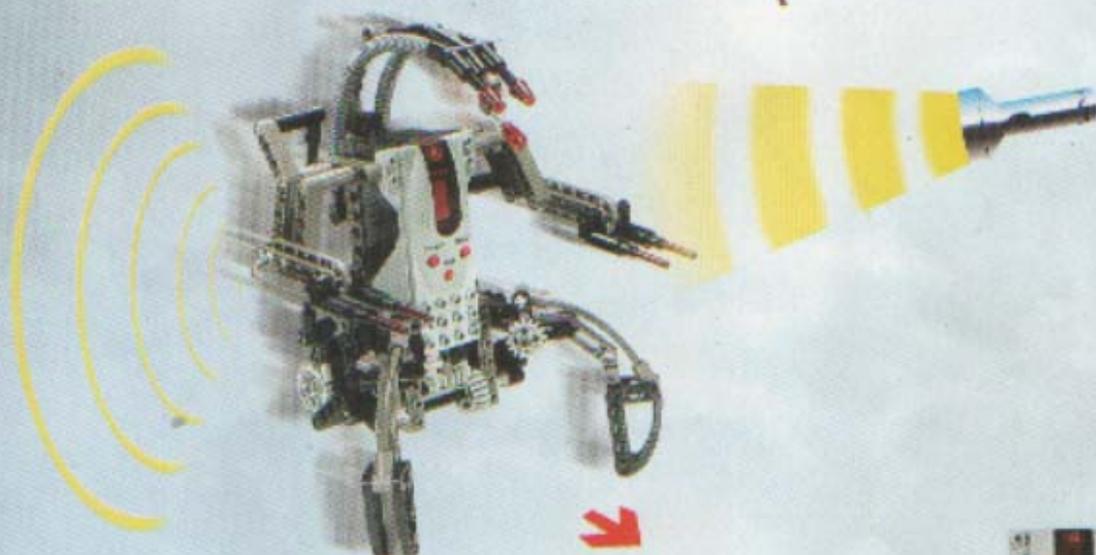
IN DECKUNG GEHEN



Mit Select (Auswahl) und Run (Start) führst du Programm 5 (In Deckung gehen) aus. Blinke den Zerstörer-Droide kurz an, damit er sich in Bewegung setzt. Blinke ihn mehrmals kurz an, damit er schneller wird. Über den Richtungsschalter auf der Rückseite des Droiden kannst du die Fahrtrichtung des Modells ändern.

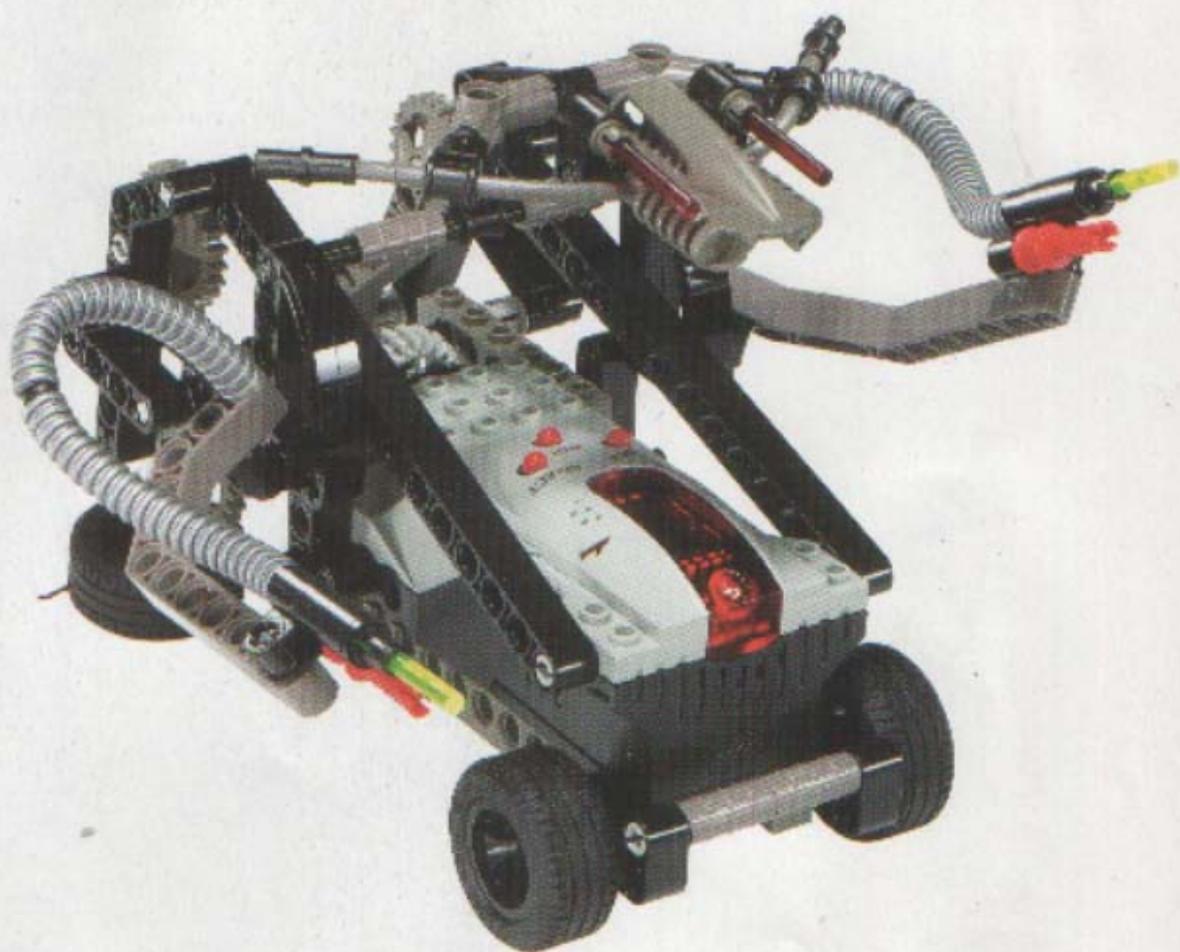


ALARM



Mit Select (Auswahl) und Run (Start) führst du Programm 6 (Alarm) aus. Ein Lichtwechsel lässt den Zerstörer-Droide losfahren und einen Alarmton abgeben.

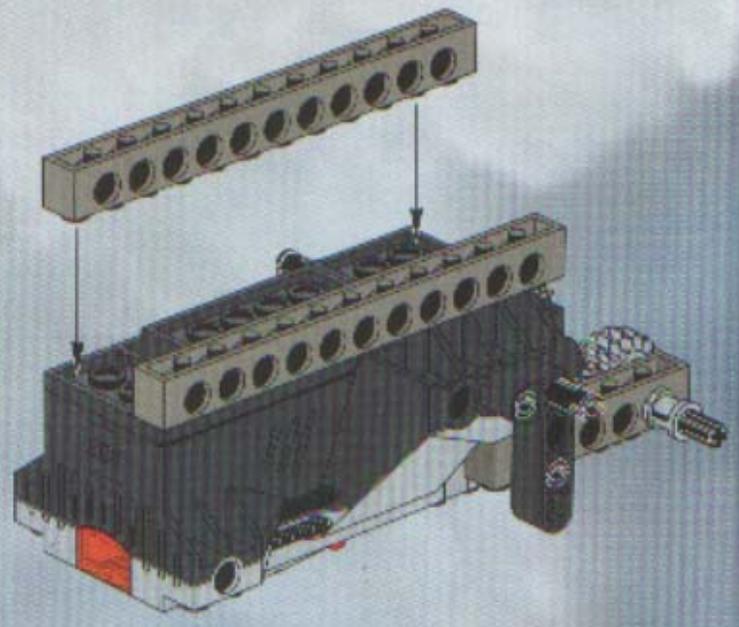
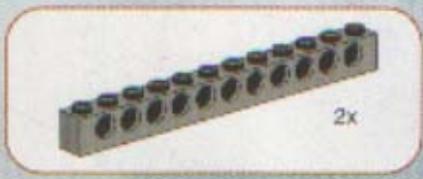
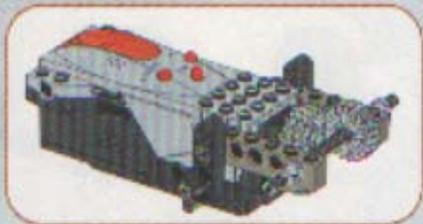




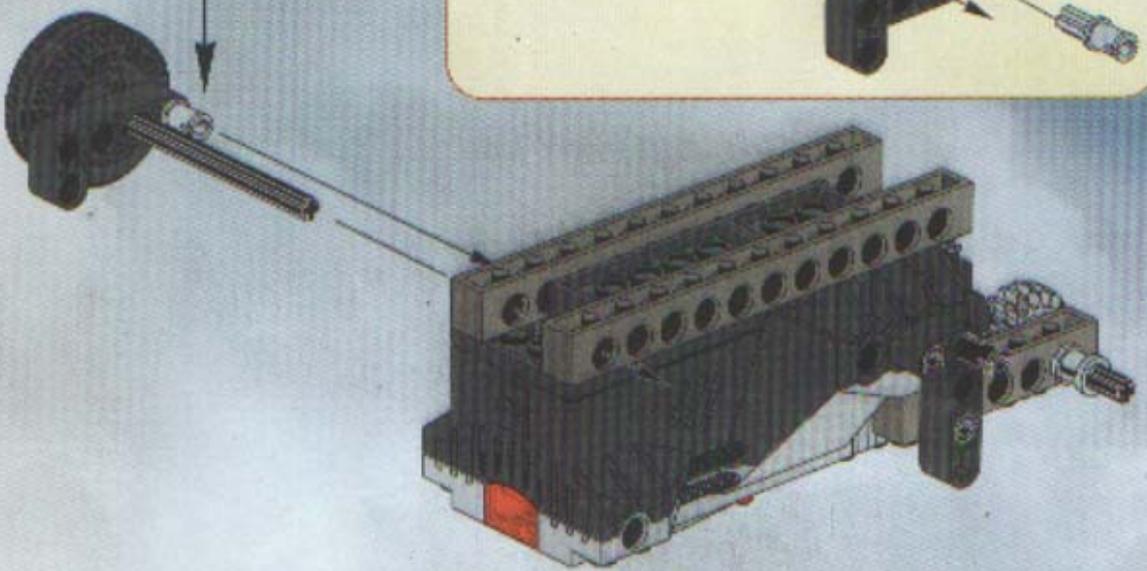
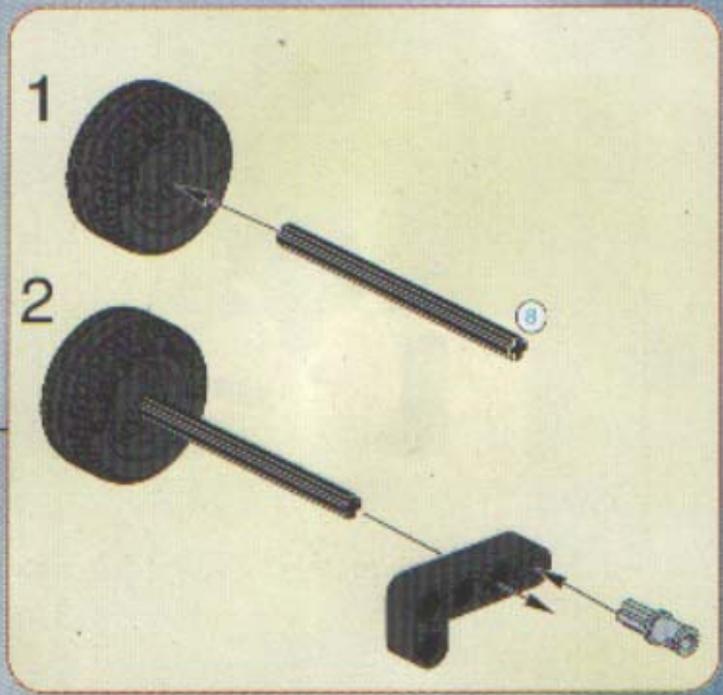
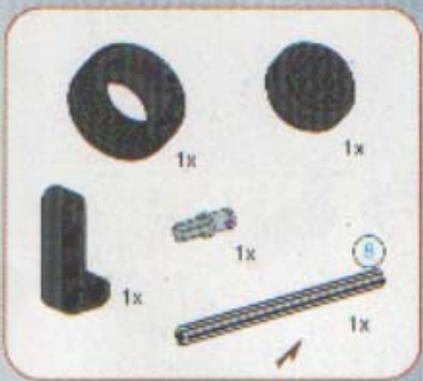


Lies auf Seite 10 in Buch 1 nach, wenn du den Y-Frame noch nicht gebaut hast.

1

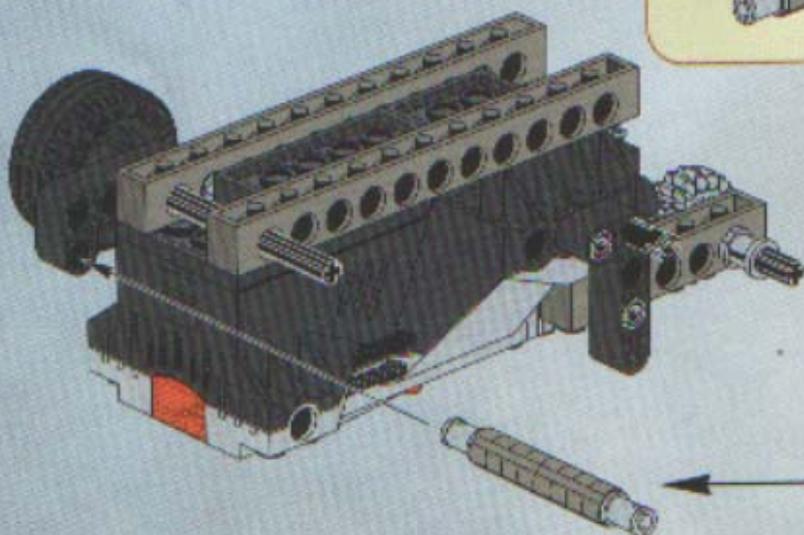
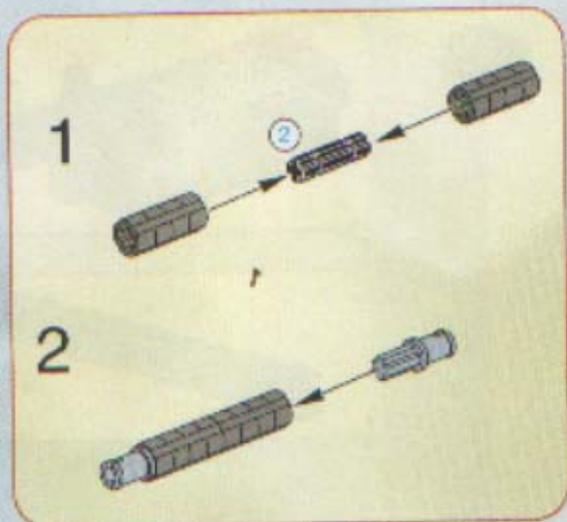
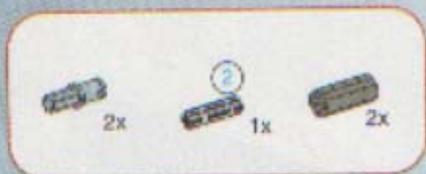


2

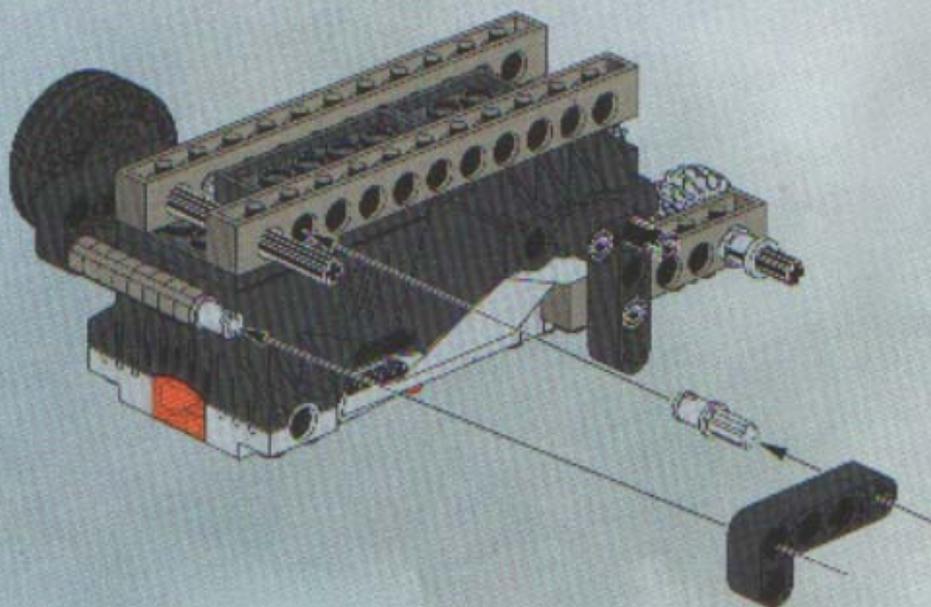




3

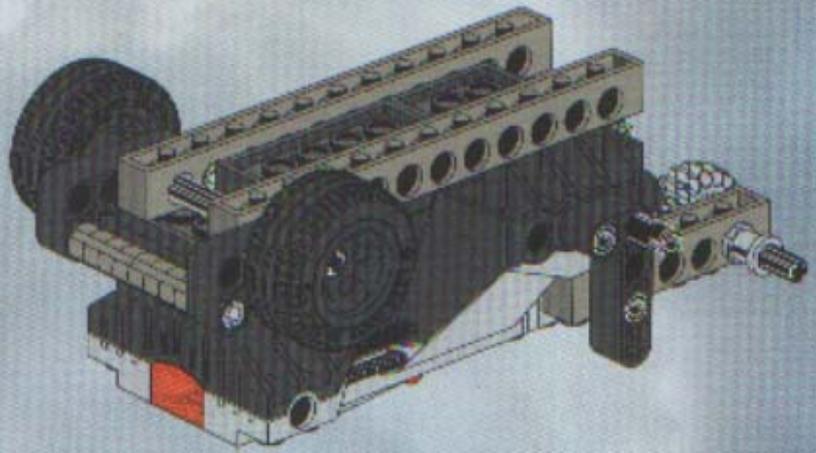
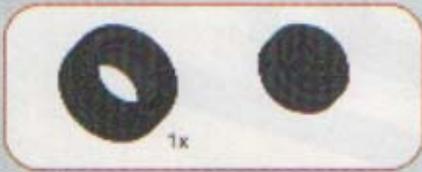


4

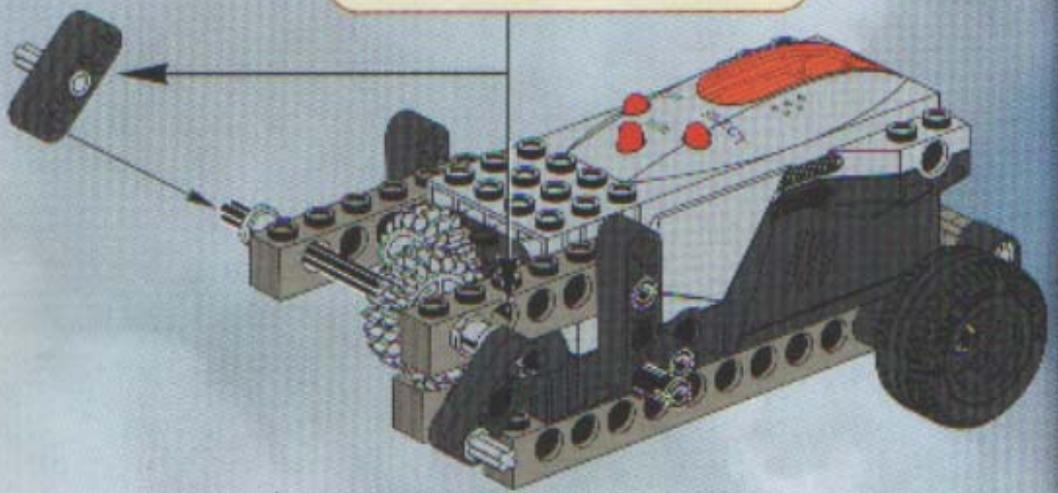
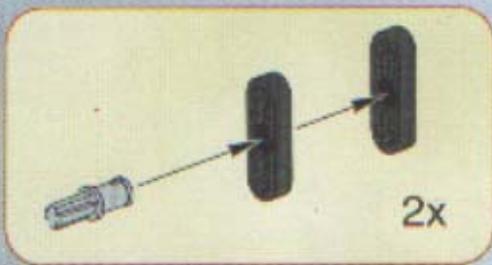




5

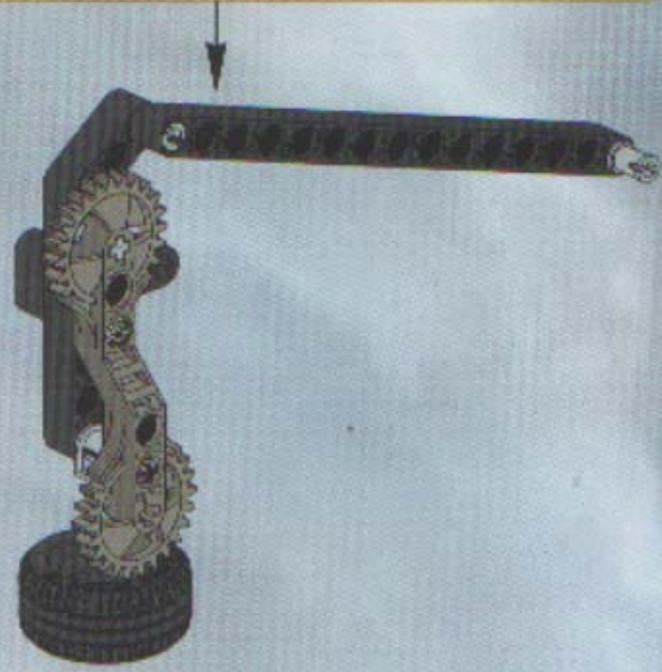


6

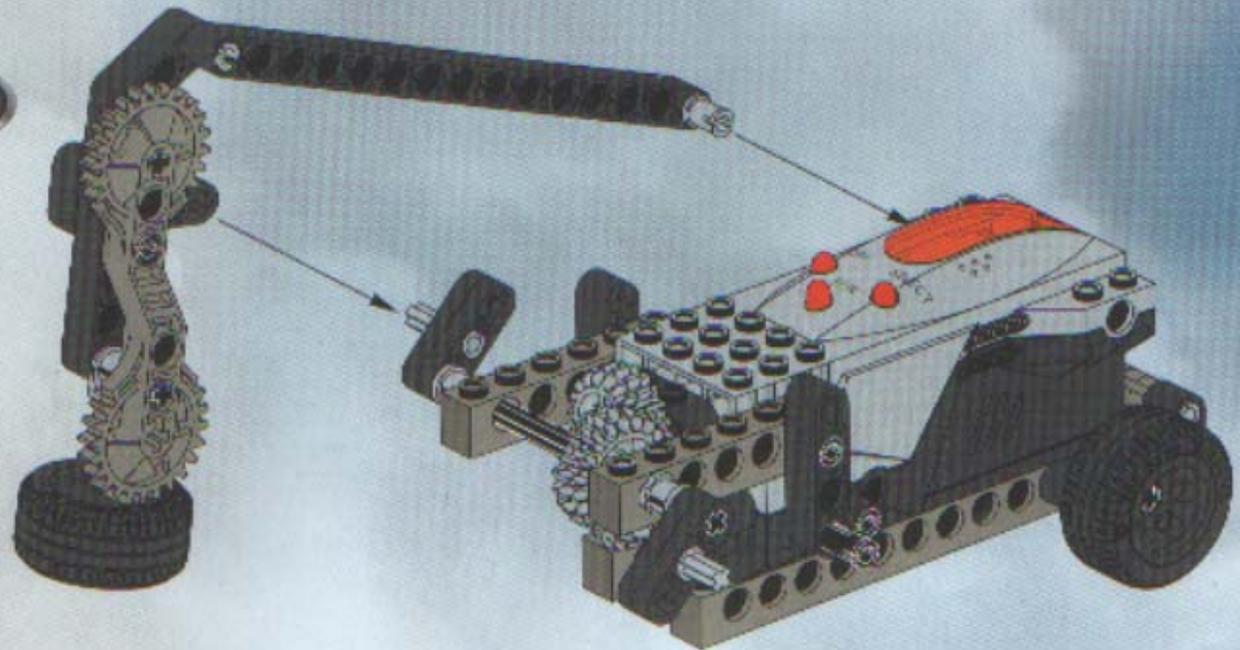




1

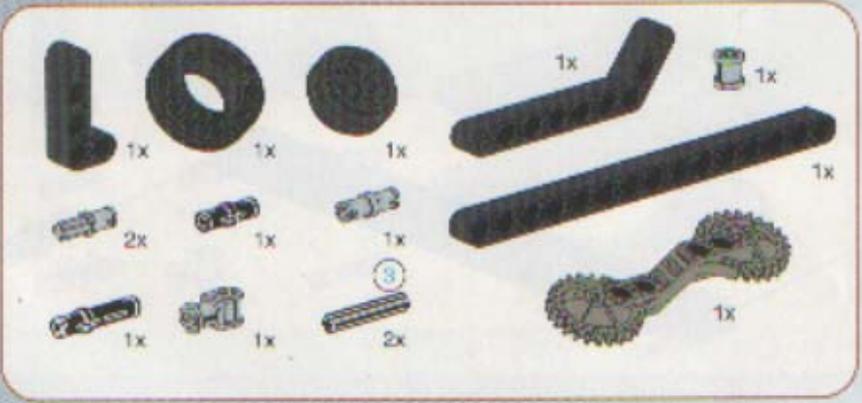


2





1



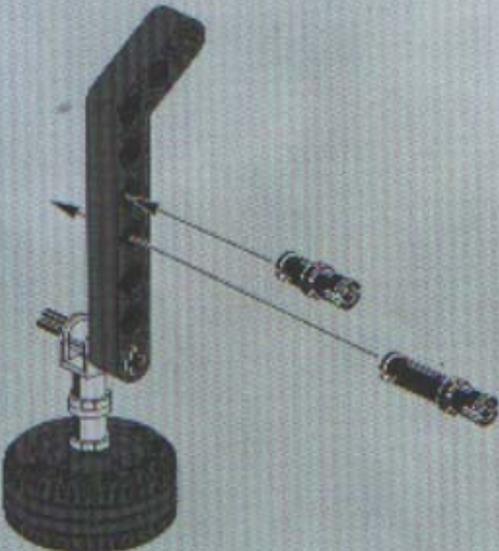
2



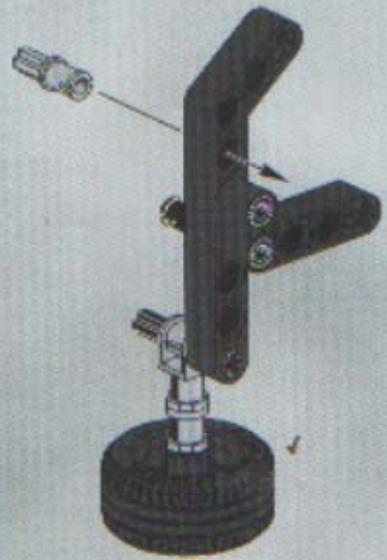
3



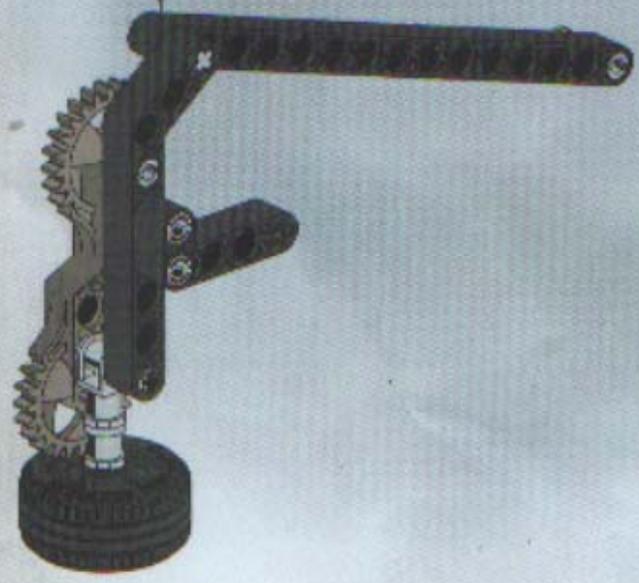
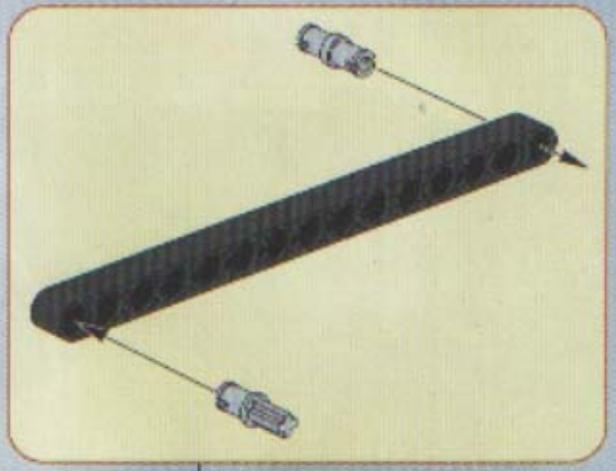
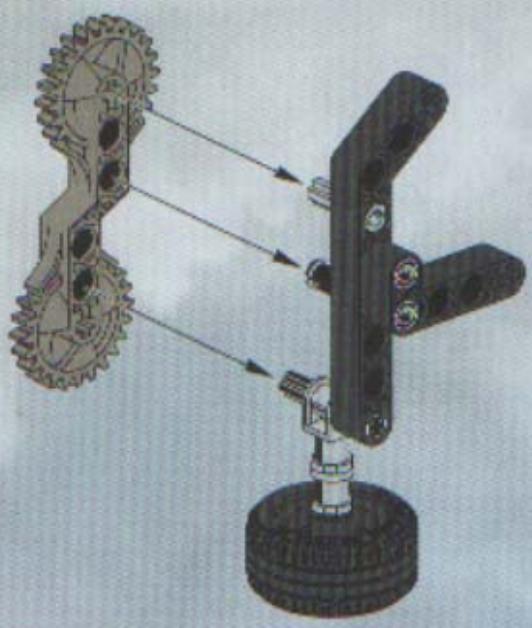
4



5



9

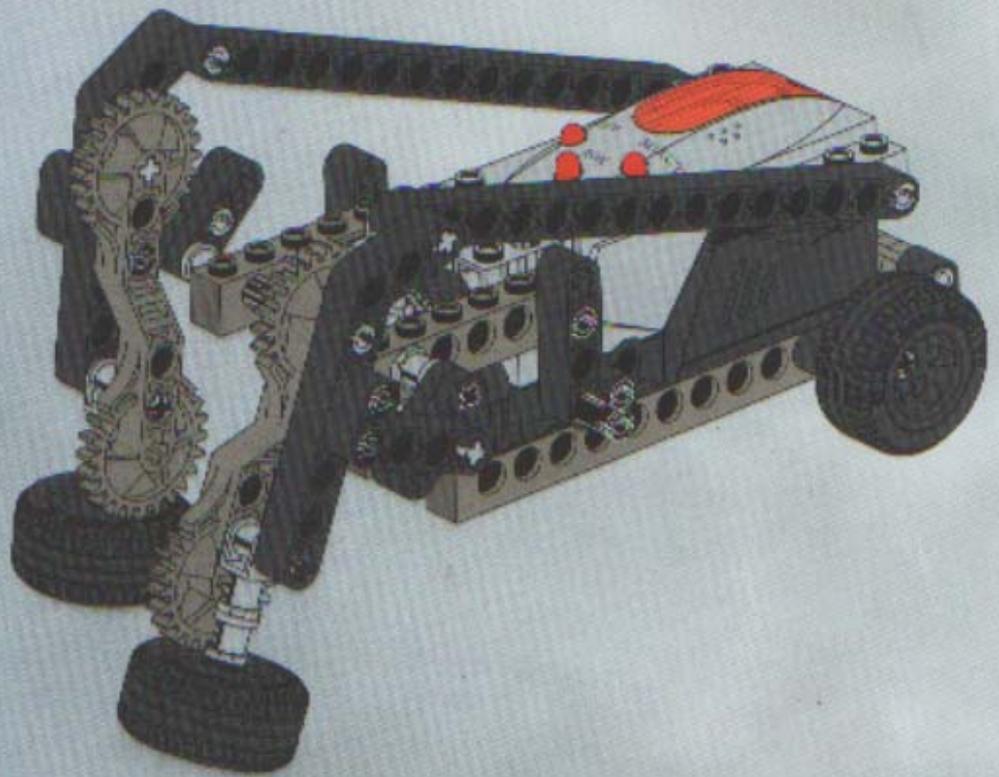


10



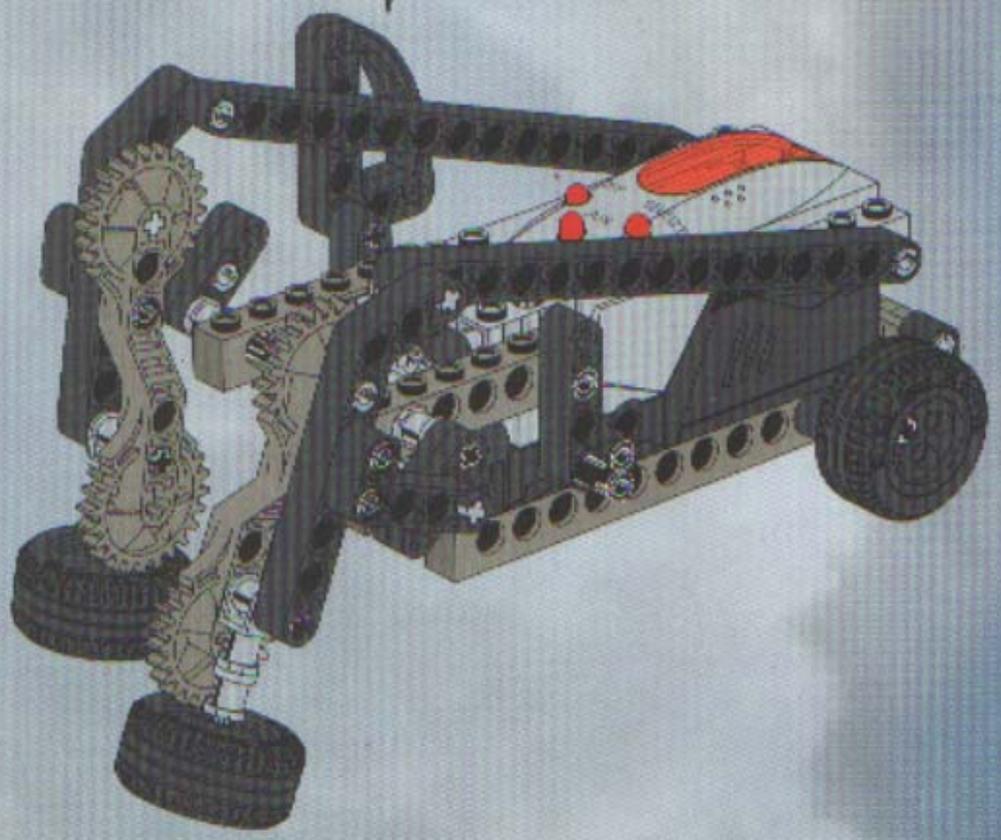
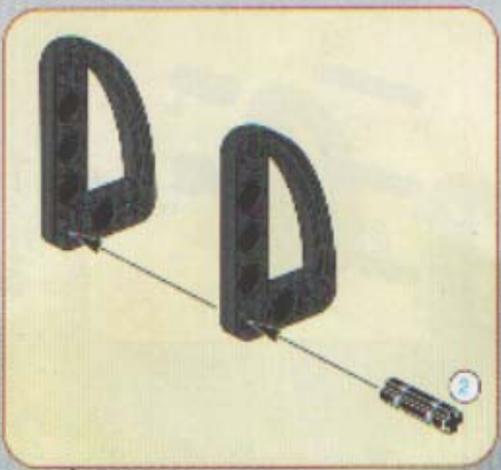


8



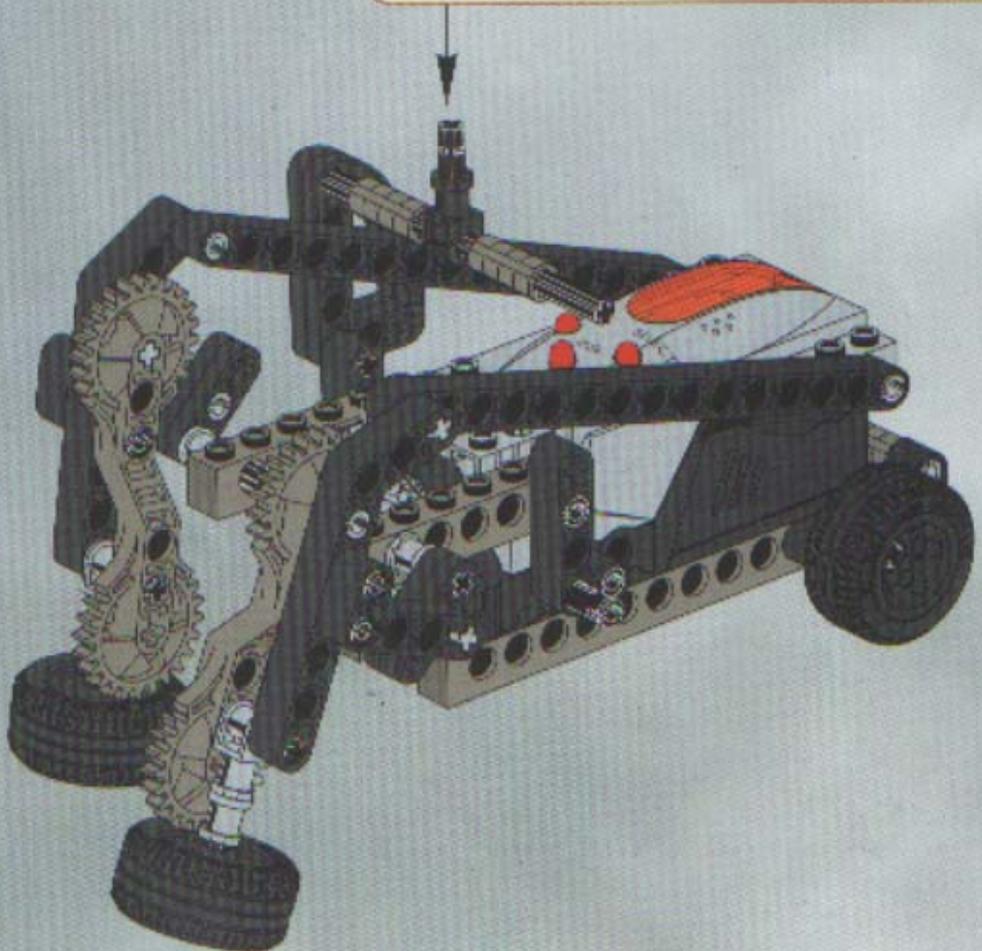
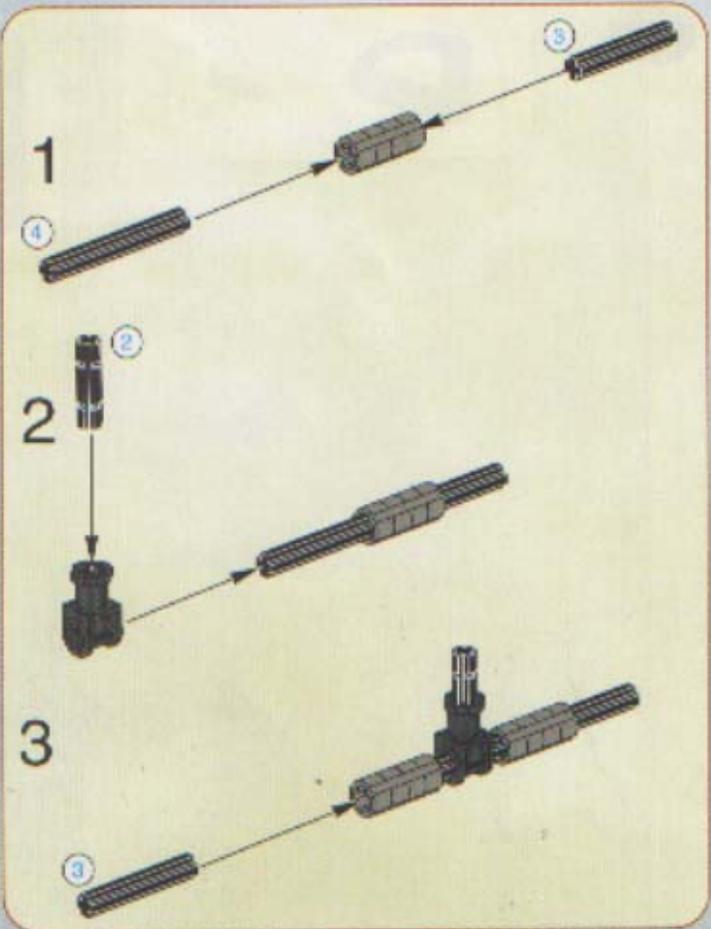
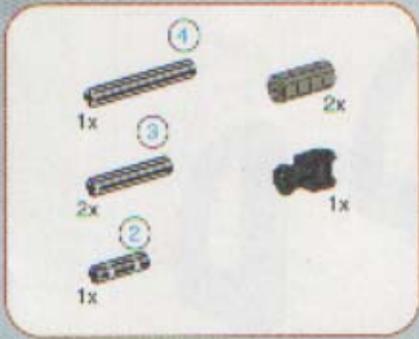


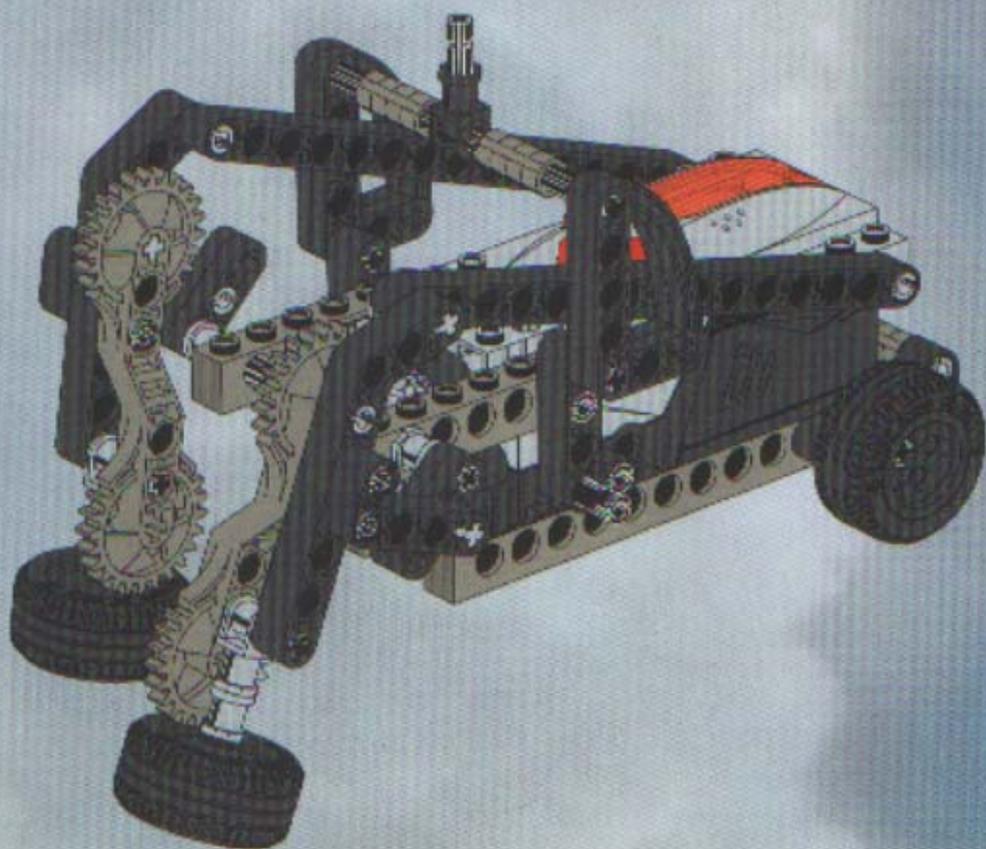
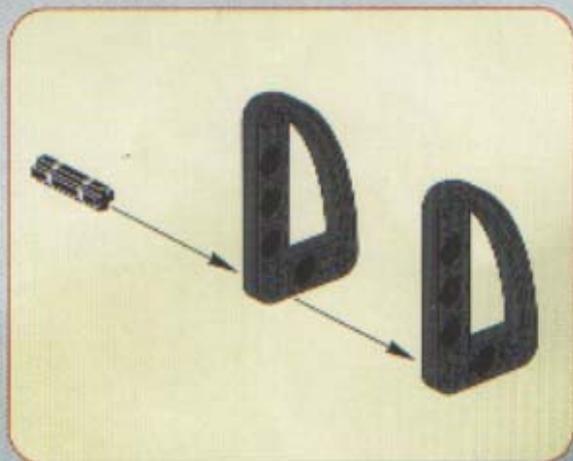
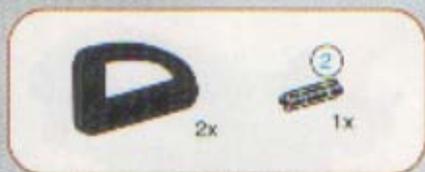
09





10



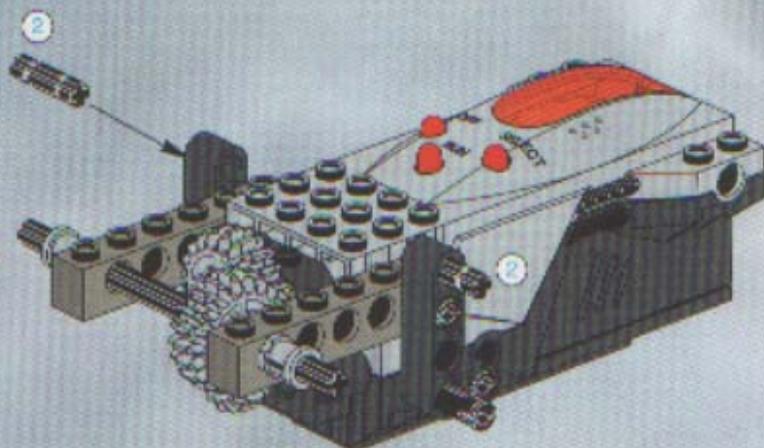
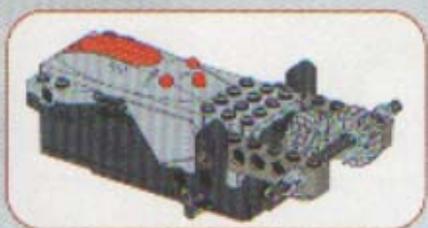


Im Abschnitt "Besonderheiten" (Seite 70) bzw. in der Stepper-Aufgabe (Seite 69) erfährst du, wie man andere Teile an das Modell anbaut.

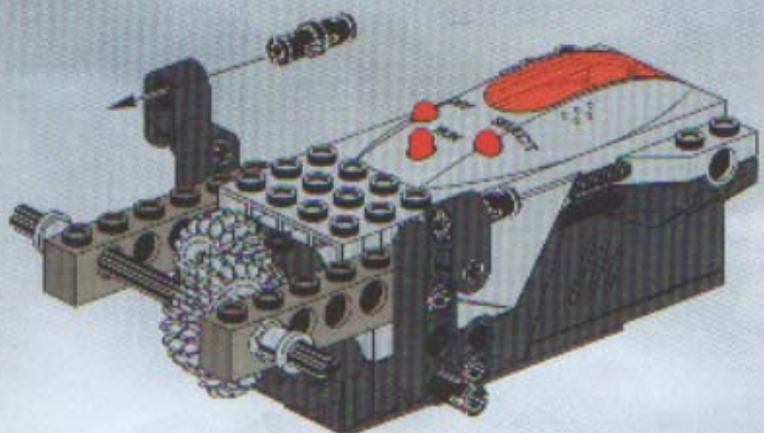
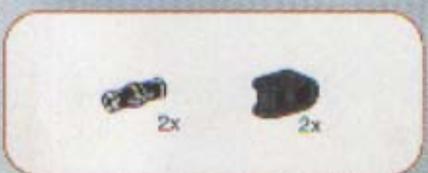




Lies auf Seite 10 in Buch 1 nach, wenn du den Y-Frame noch nicht gebaut hast.

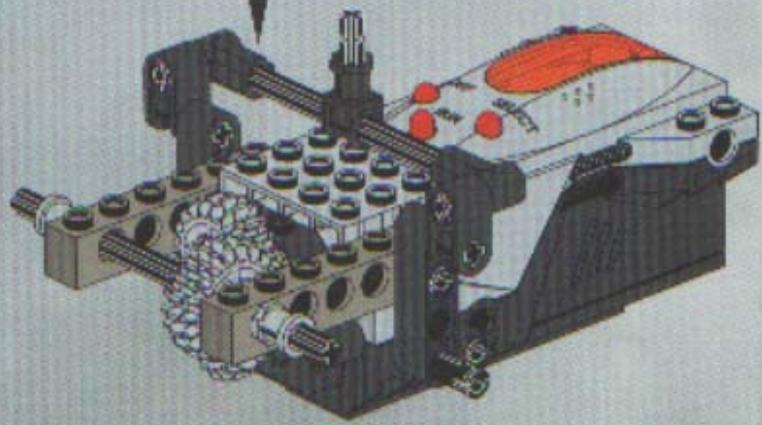
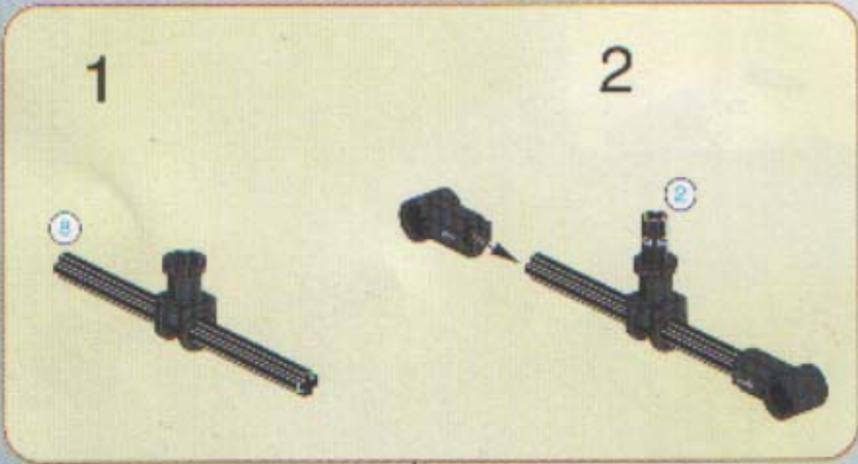
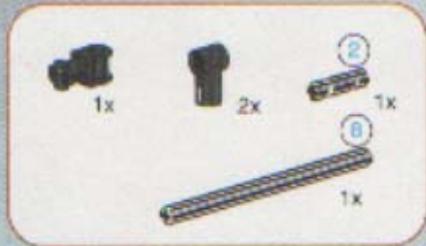


2



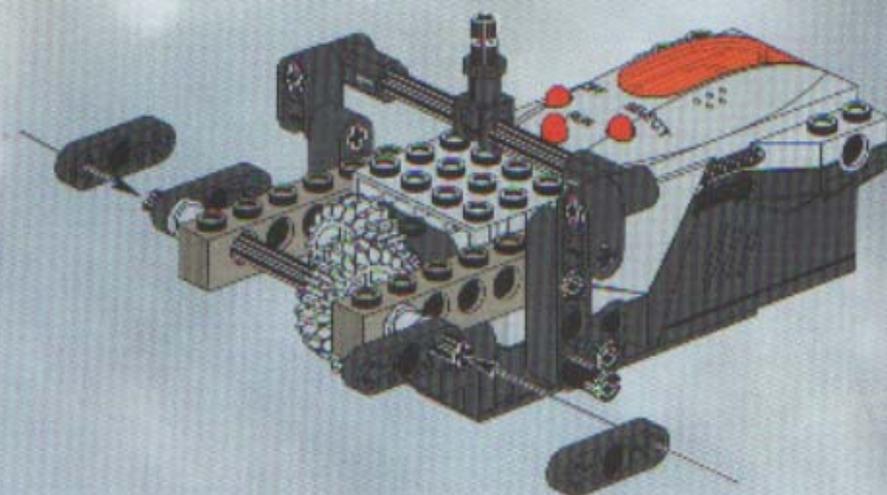


3

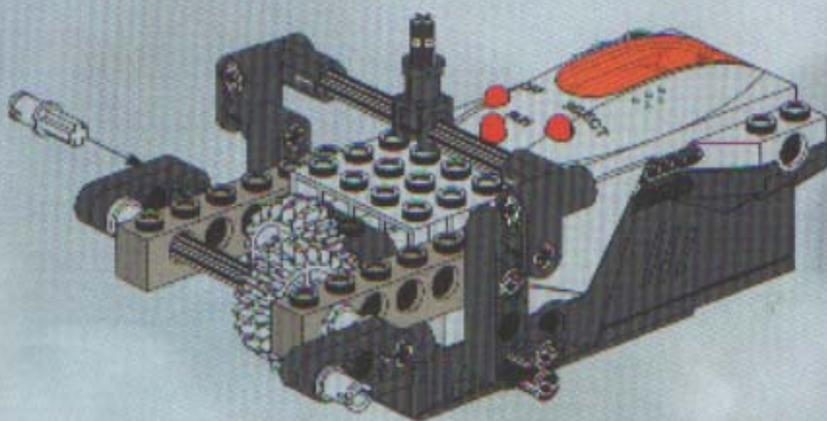
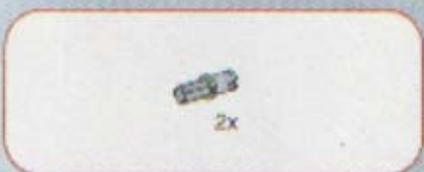


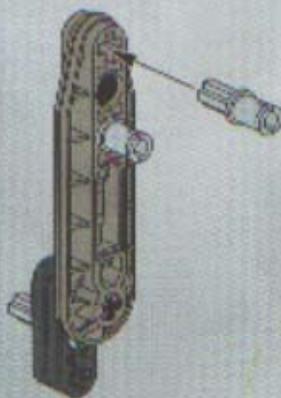
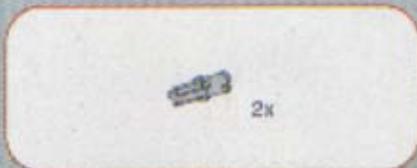
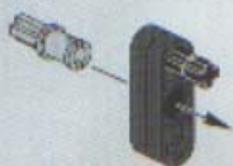
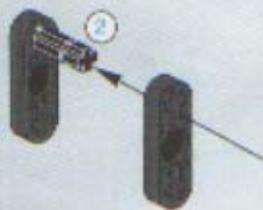


4



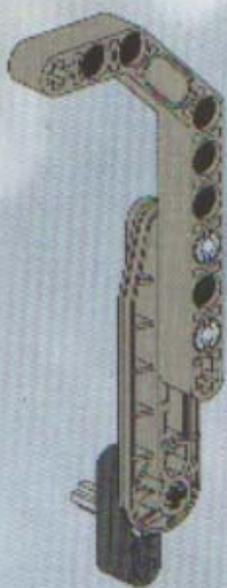
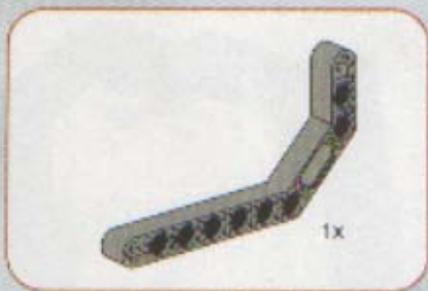
5



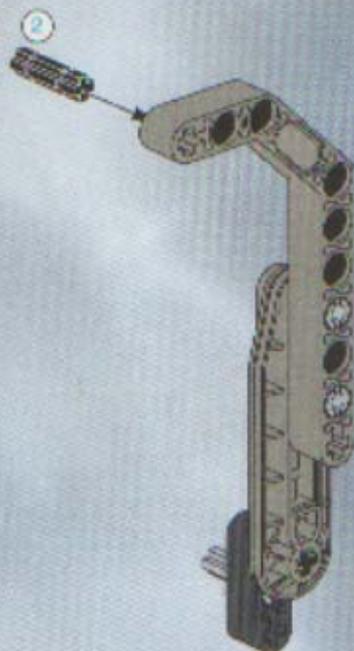




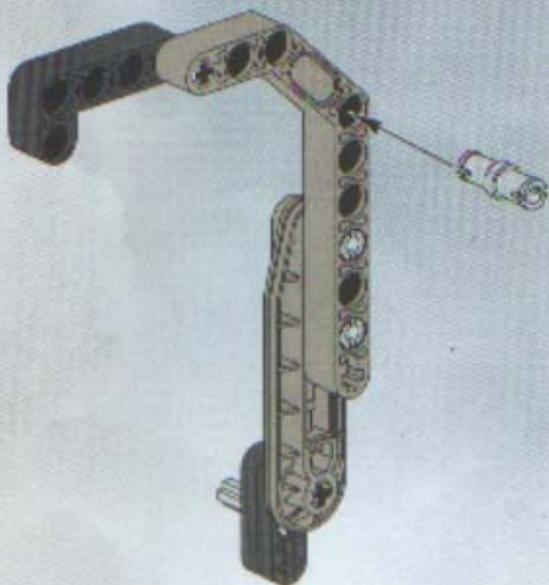
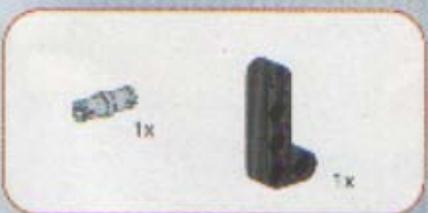
5



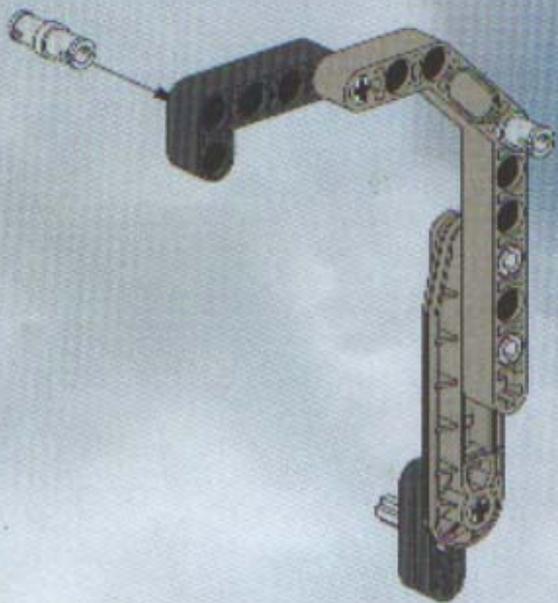
6



7

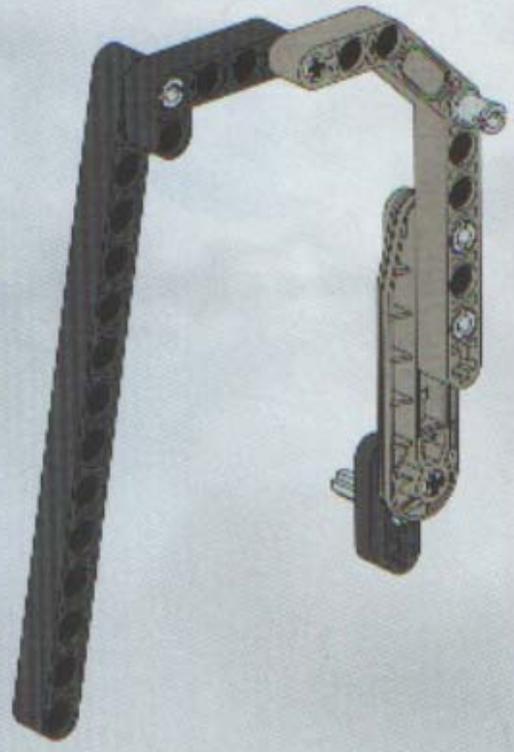


8

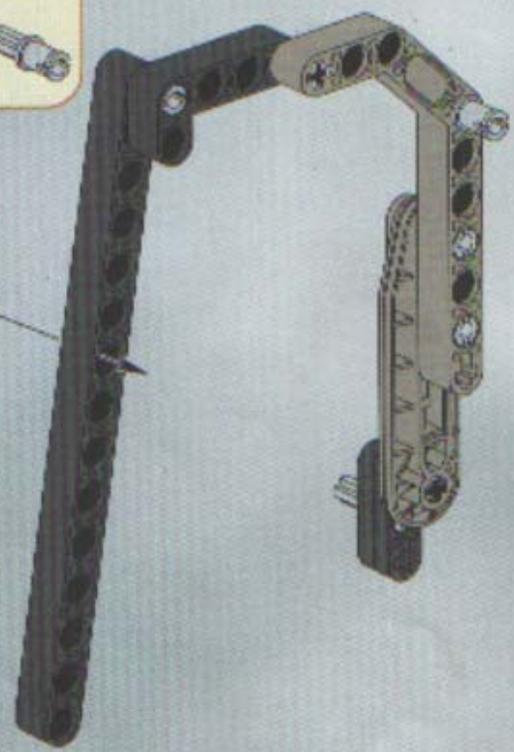
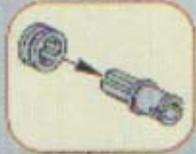




9

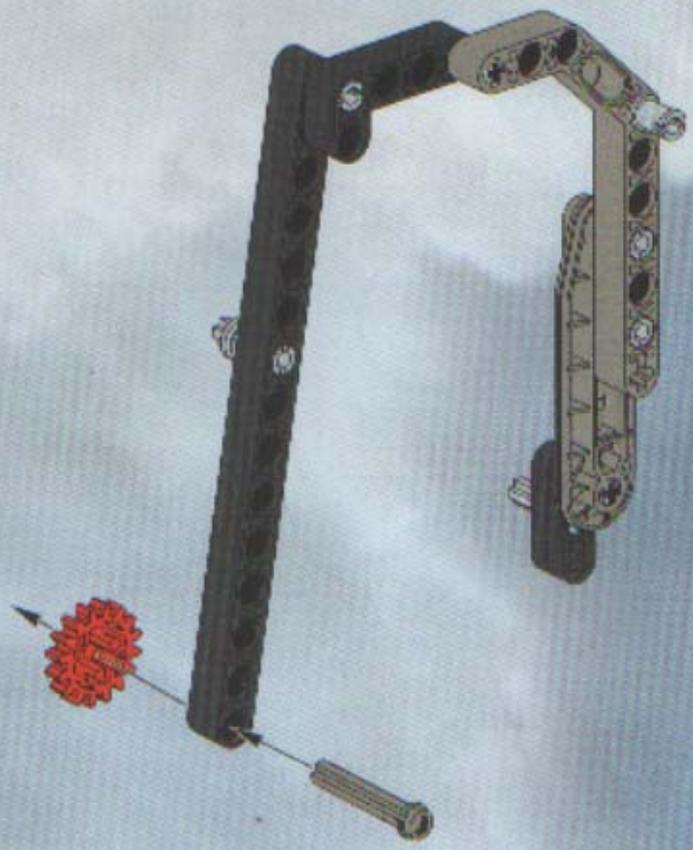
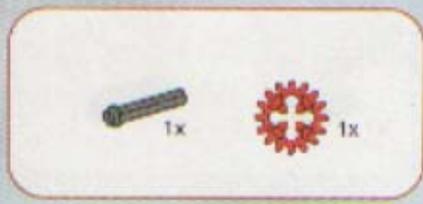


10

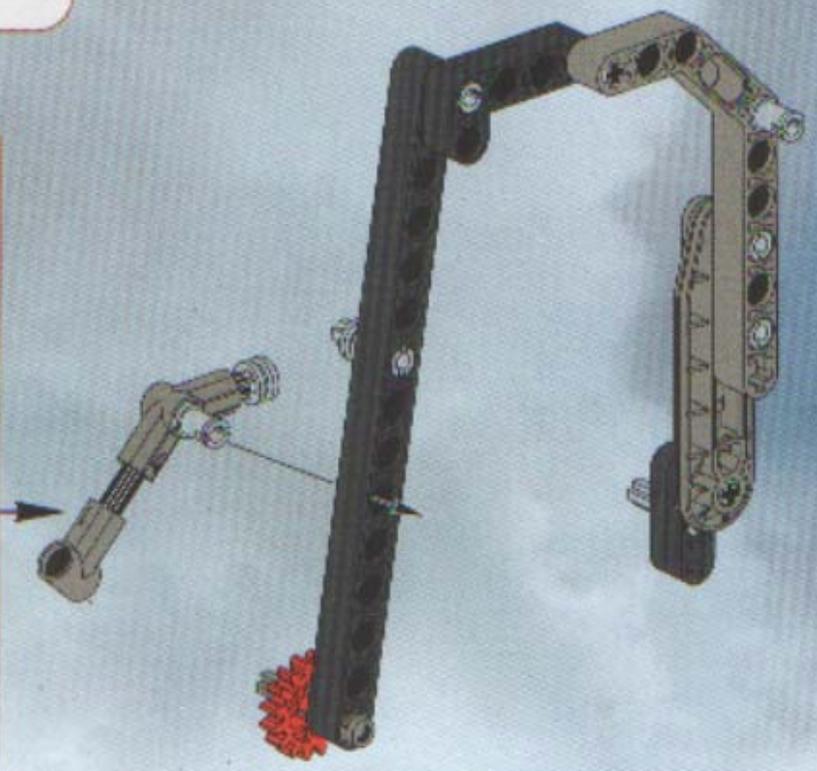
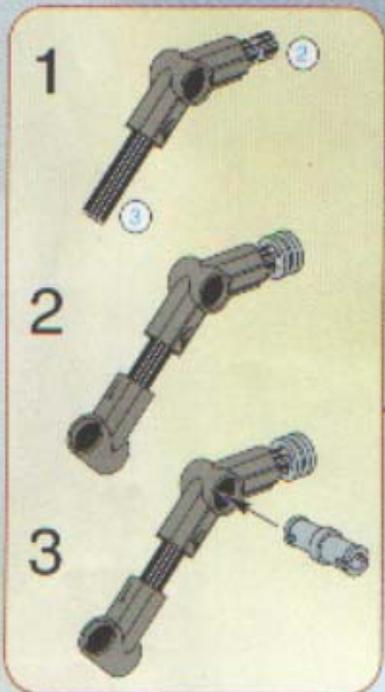
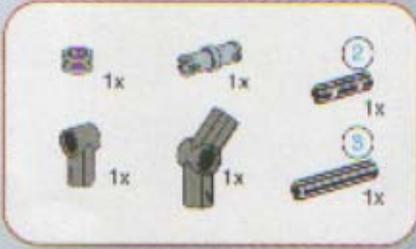




11

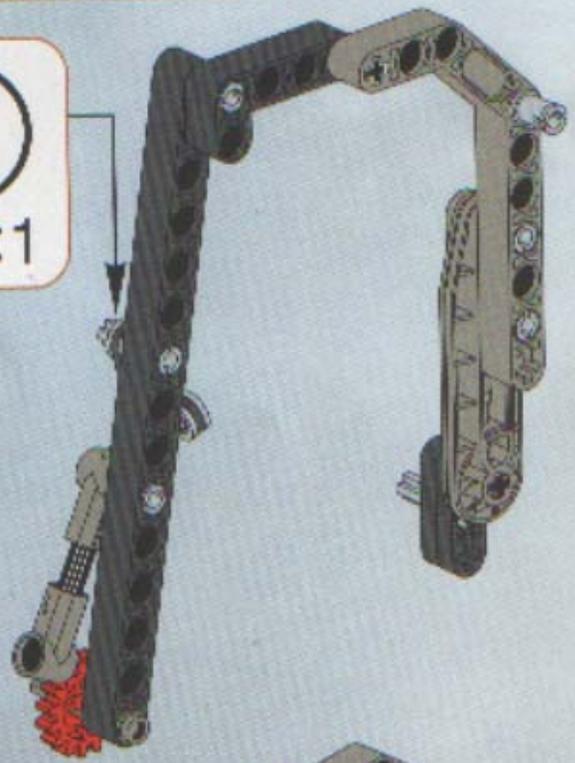
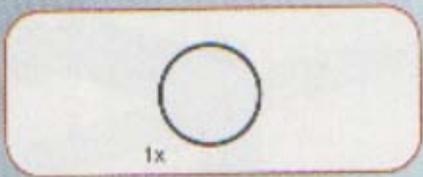


12

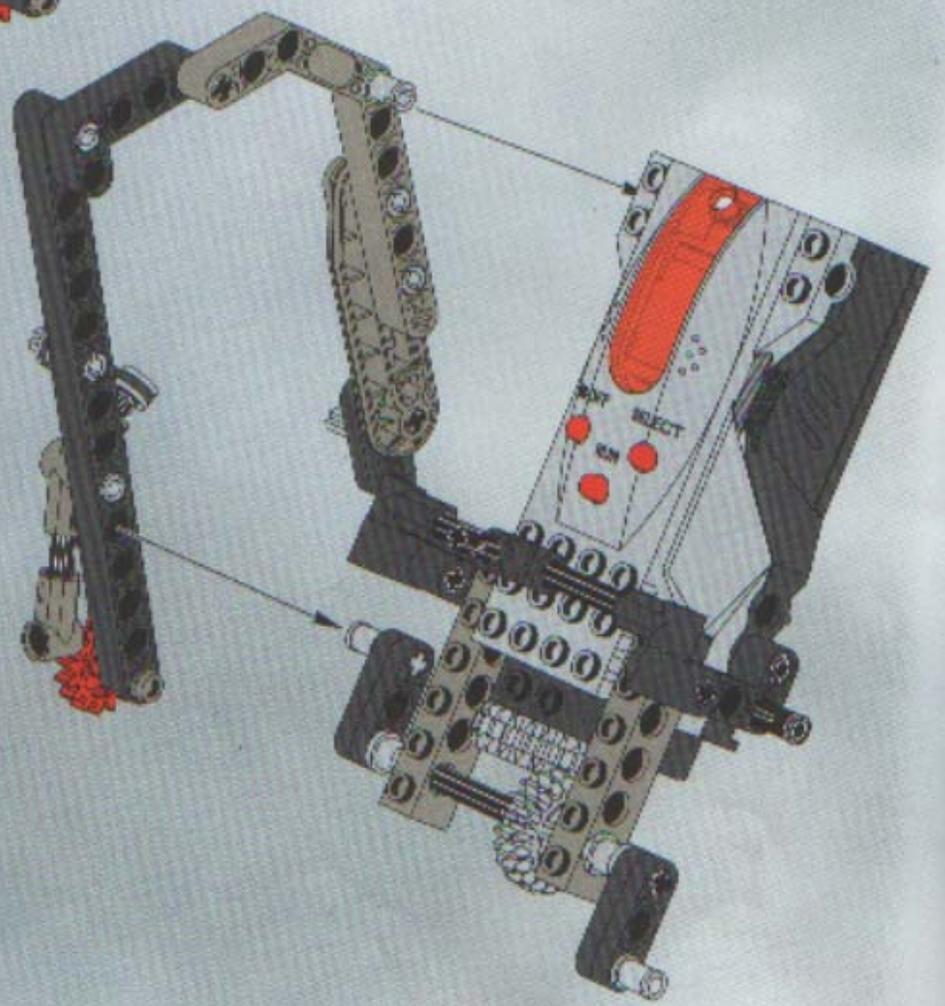


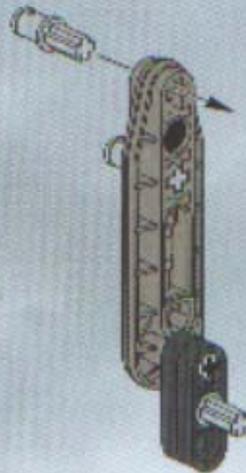


13



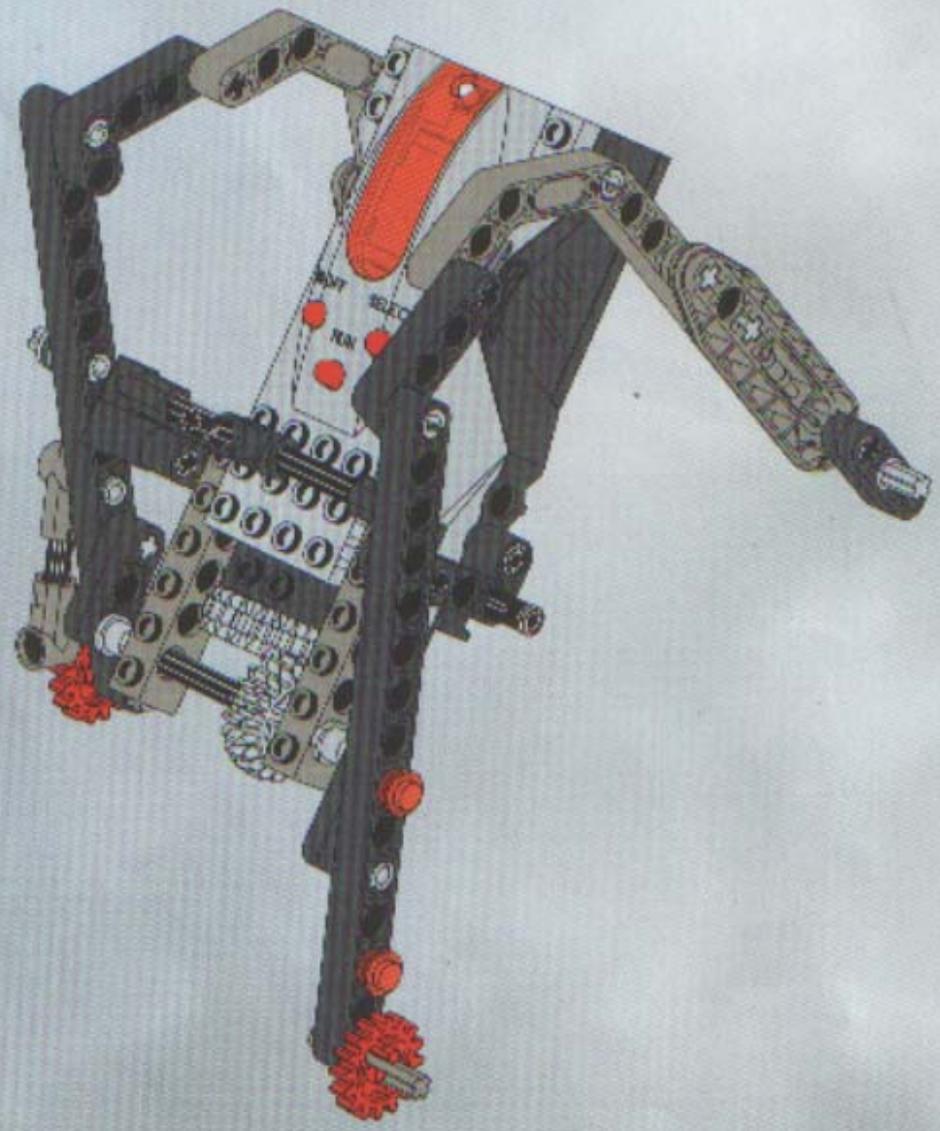
14

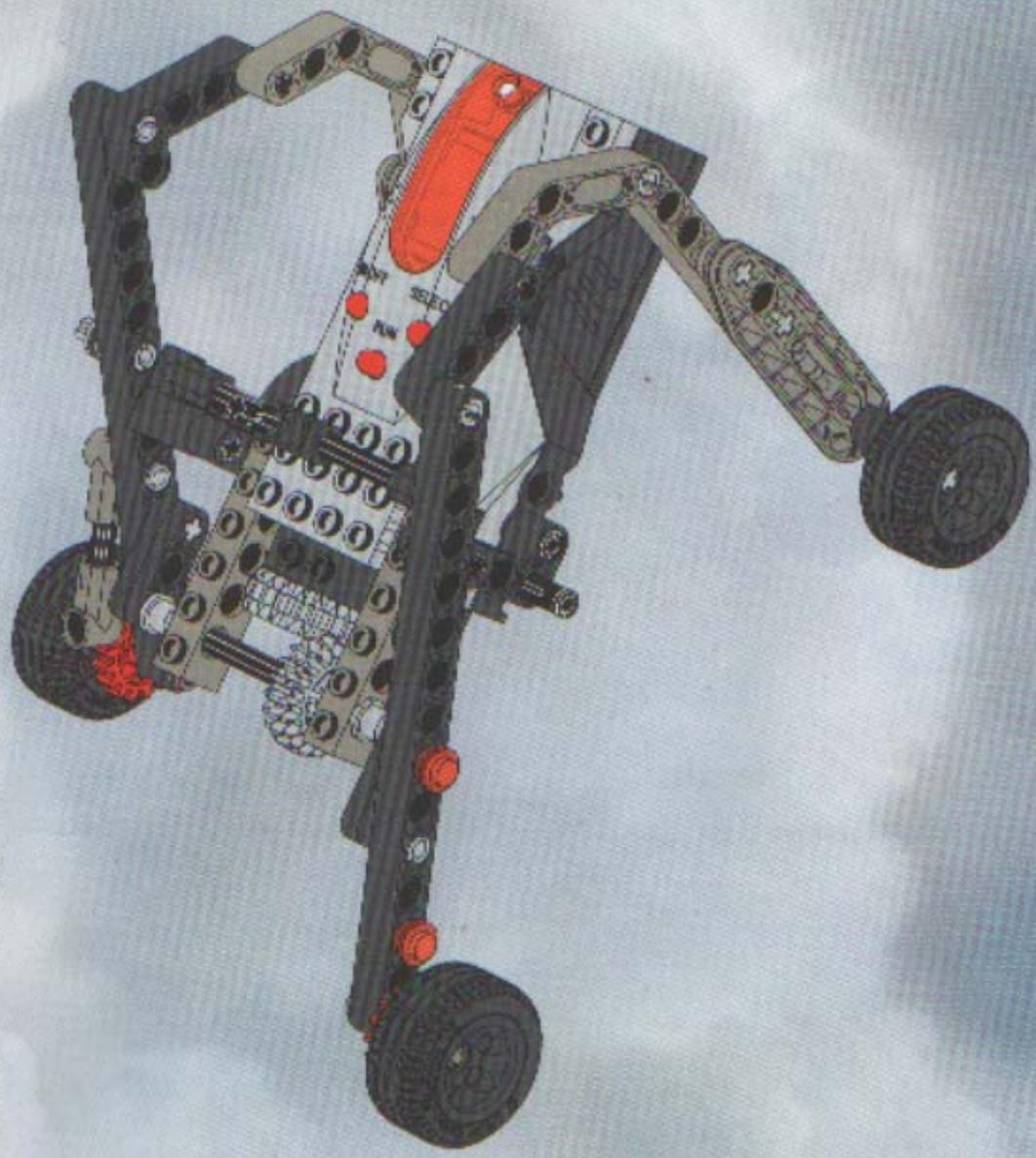
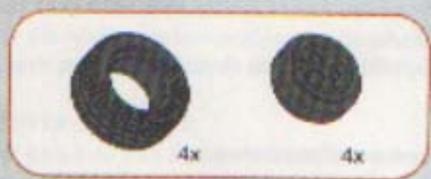






10





Im Abschnitt "Besonderheiten" (Seite 70) bzw. in der X-Walker-Aufgabe auf der nächsten Seite erfährst du, wie man andere Teile an das Modell anbaut.

X-WALKER-AUFGABE 1

Probiere verschiedene Programme aus, um das für diesen Roboter geeignete zu finden.

X-WALKER-AUFGABE 2

Baue den X-Walker um, damit er sich anders bewegt. Auf den Bildern unten siehst du, wie man die Beine verändert.

Vielleicht solltest du auch mal mit der Länge der Vorderbeine experimentieren.



Verändere die Beine so, dass sie zur Seite weg rollen, wenn der X-Walker läuft.



Verändere die Beine so, dass sie in ihrer Position einrasten.



VERÄNDERE DIE LÄNGE DER VORDERBEINE, DAMIT SICH DER X-WALKER ANDERS BEWEGT.

Vorderes Bein unten.



Vorderes Bein oben.

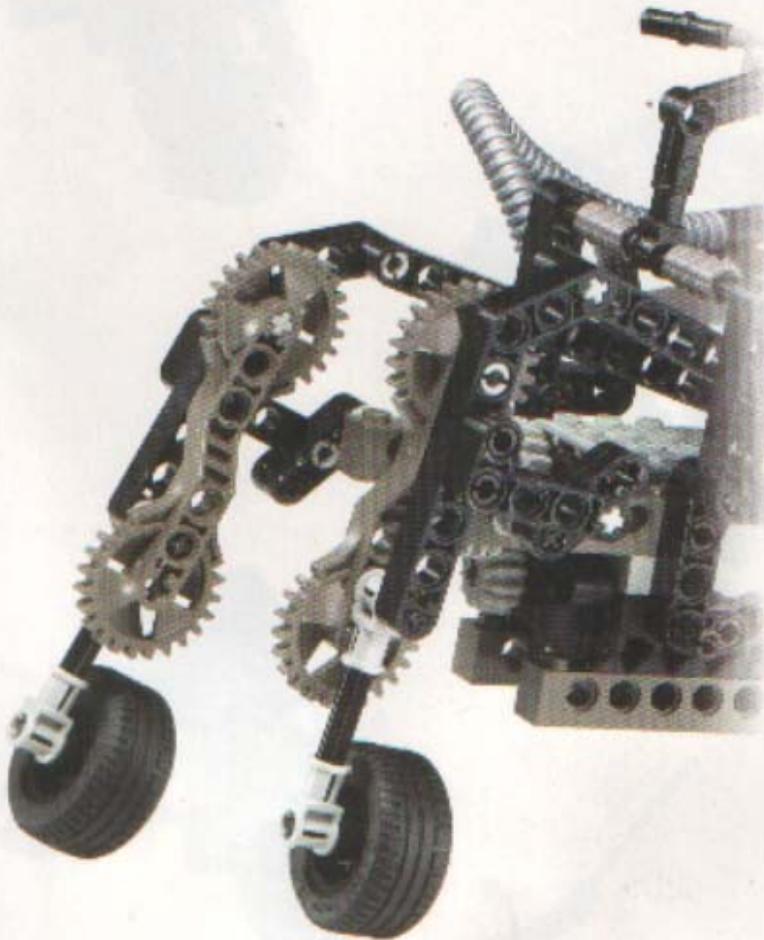


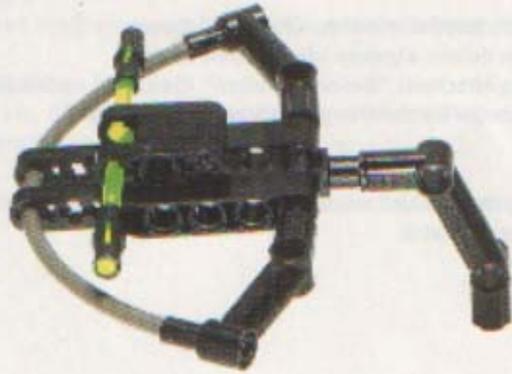
STEPPER-AUFGABE 1

In dieser Aufgabe verstehst du den Stepper mit einem Kopf und Armen. Dazu kannst du dich entweder von deinen eigenen Ideen leiten lassen oder die nötigen Informationen im Abschnitt "Besonderheiten" (Seite 70) nachlesen. Danach programmierst du den Roboter so, dass er rückwärts laufen kann.

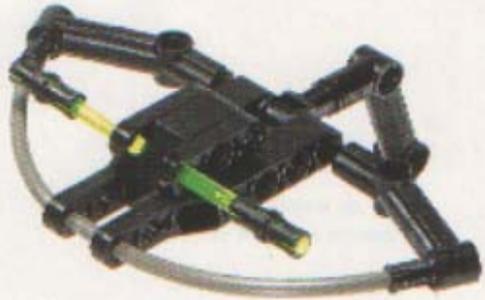
STEPPER-AUFGABE 2

Jetzt baust du den Stepper so um, dass er sich umdreht, wenn er rückwärts läuft. Das Bild unten zeigt dir, wie's gemacht wird.





Hammer Head



Fibo-E7

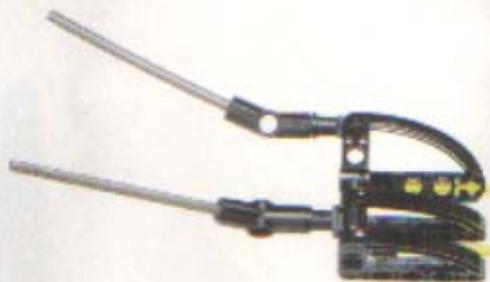




Stepper head

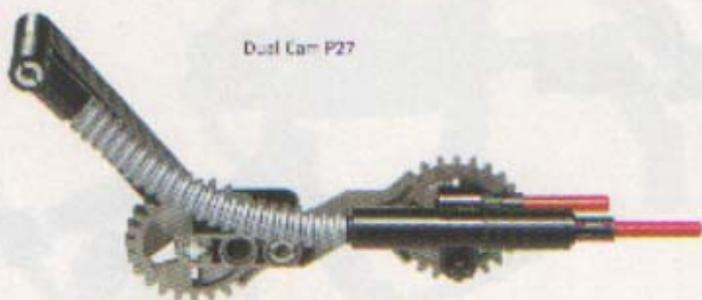


X-Walker head



Sentry X-11





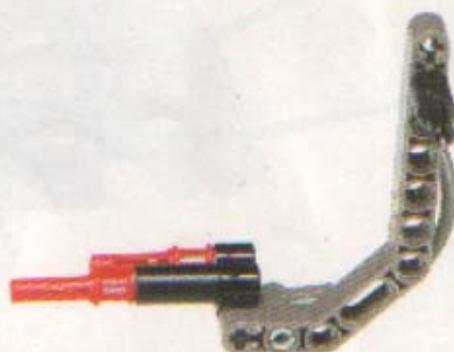
Dual Cam P27

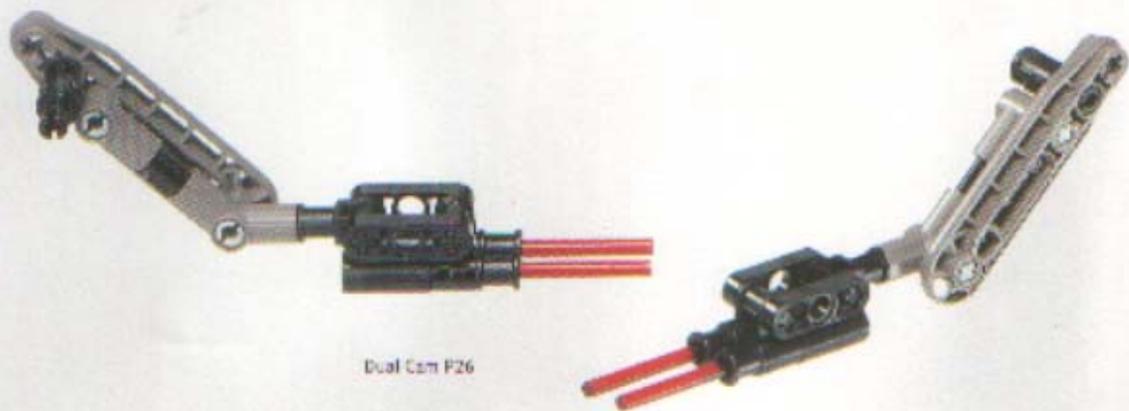


Scorpio Twin Stinger

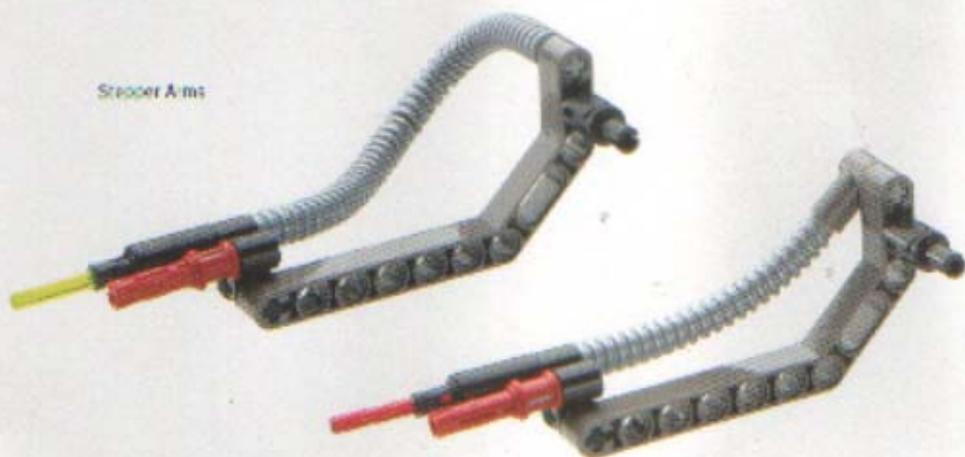


Viol Vaporizer

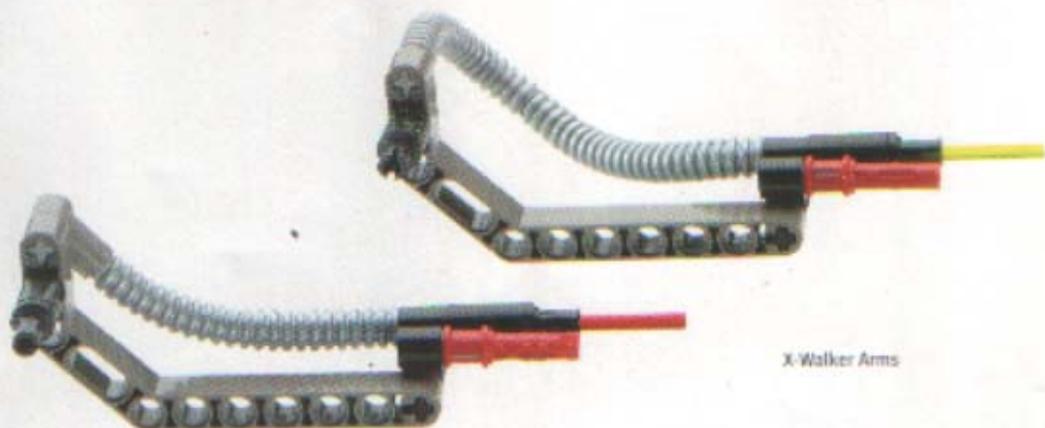




Dual Cam P26



Stepper Arms



X-Walker Arms

The logo features the word "LEGO" in white on a red square background, followed by "MINDSTORMS" in a large, bold, blue font with a white outline and a trademark symbol. The background of the entire page is a dark, atmospheric scene of rolling hills under a cloudy sky, with a glowing blue circuit board pattern overlaid at the bottom.

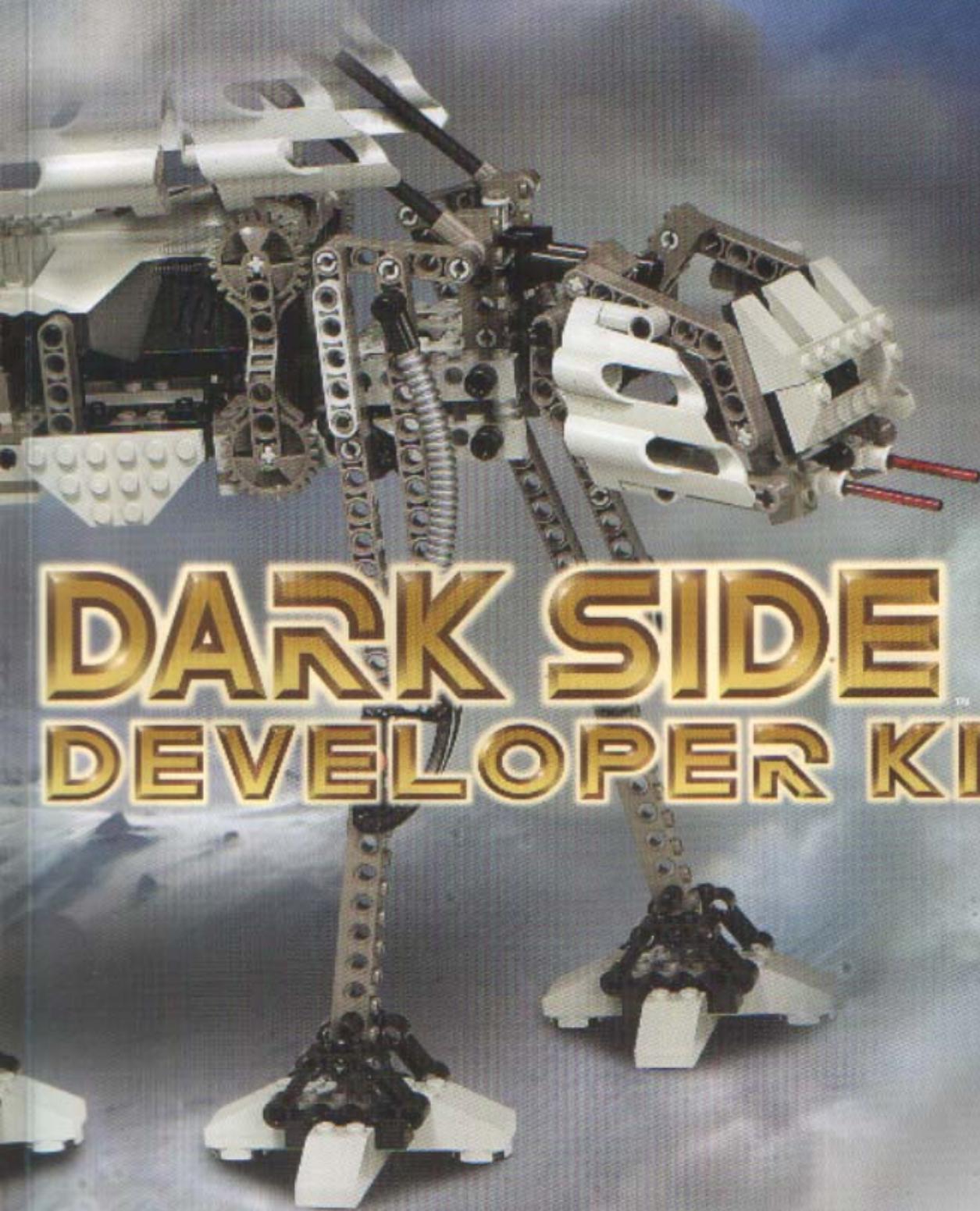
LEGO MINDSTORMS™

www.legomindstorms.com



MINDSTORMS™

**STAR
WARS™**



DARK SIDE DEVELOPER KIT™

3

9754

CONSTRUCTORIA

Willkommen Sith™ Meister!

*Dies ist die dritte und letzte Ebene des Dark Side Developer Kit™.
Mit Hilfe dieser Constructopedia™ kannst du die Aufgaben lösen, die an einen
wahren Sith Meister gestellt werden.*



Sith Meister



Sith Lord



Sith Lehrling



INHALT

Einleitung

Überblick über die Ebene "Sith Meister"

Seite 6

Training

Der X-Frame

AT-AT

Seite 8

Seite 24

Aufgaben

Handelsföderation AAT

Swamp Creature

Seite 56

Seite 62

Extras

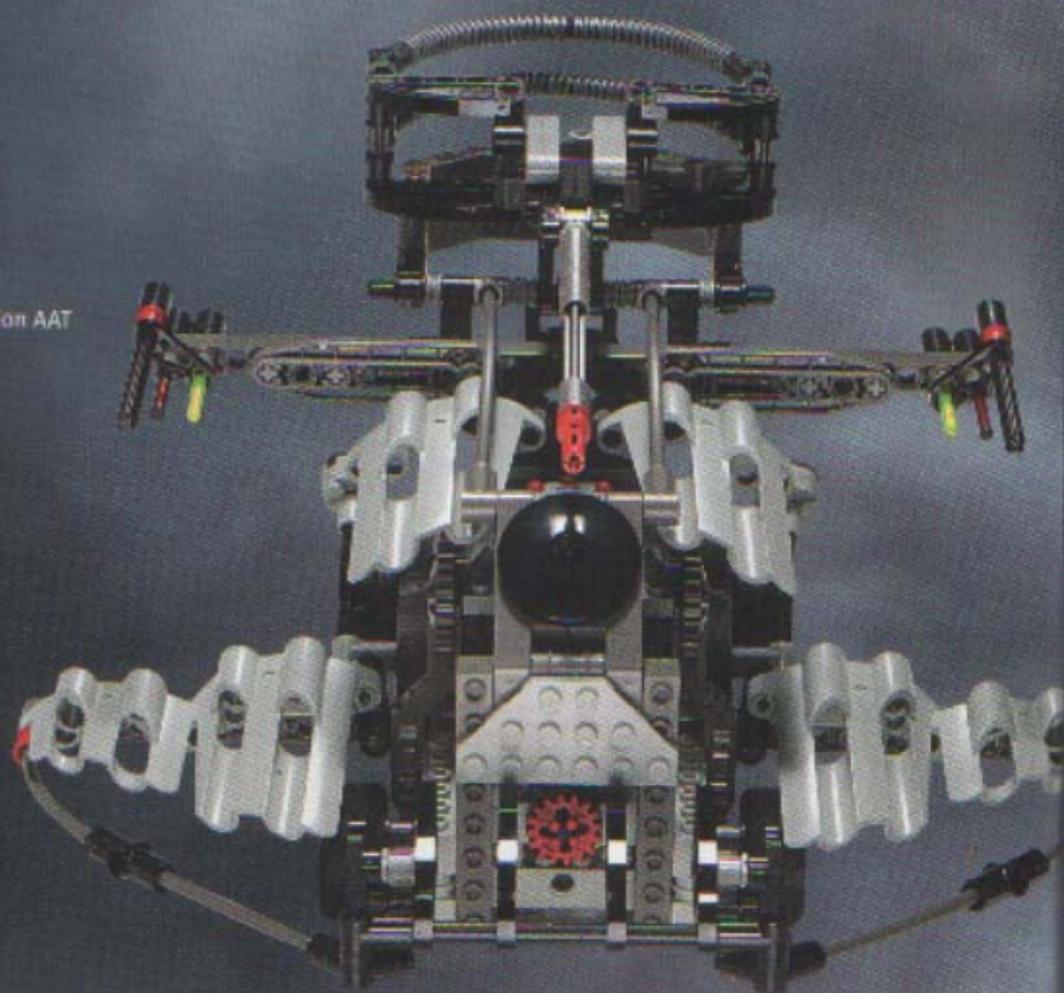
Tipps und Tricks

Seite 66

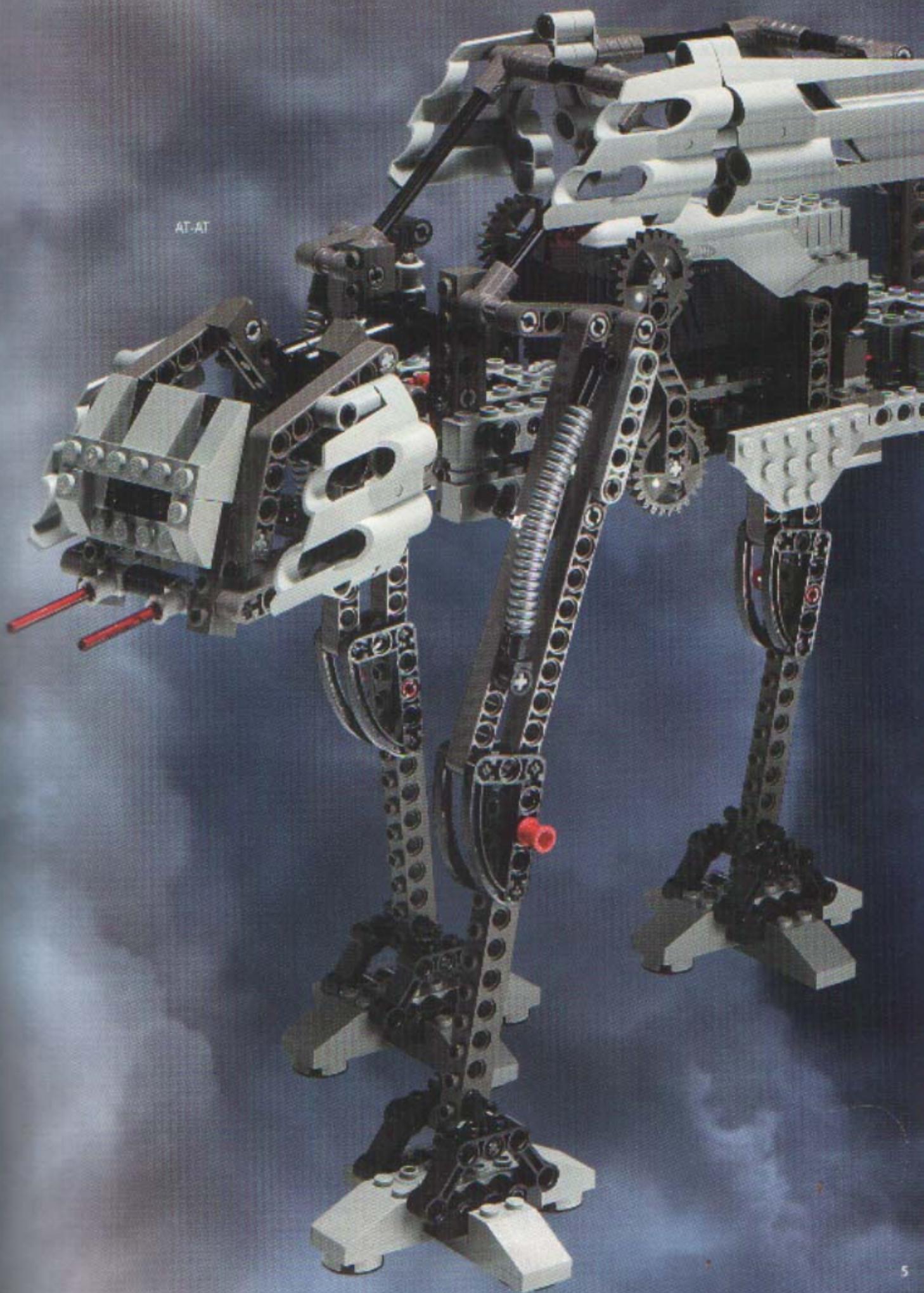


Swamp Creature

Handelsföderation AAT

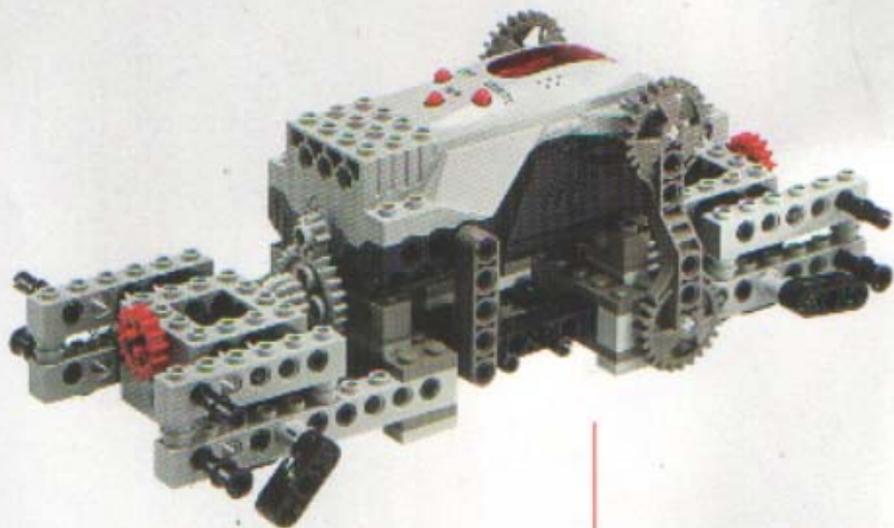


AT-AT



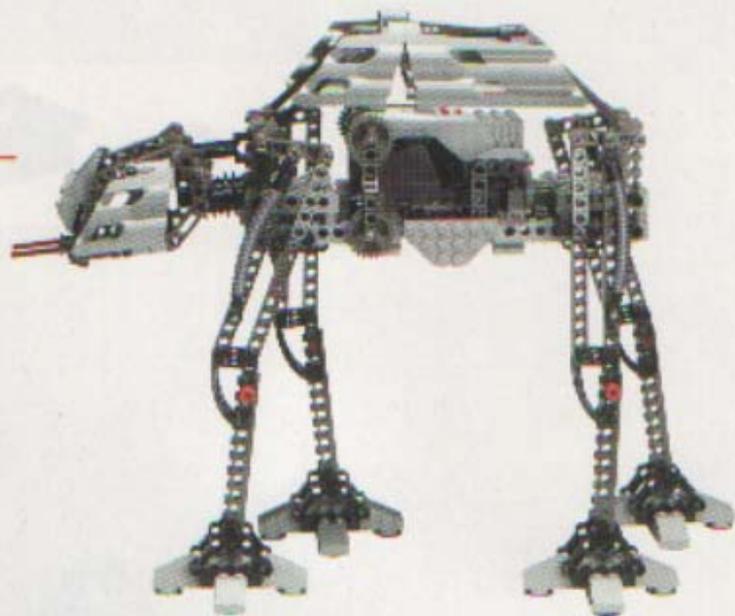
ÜBERBLICK ÜBER DAS LEVEL "SITH™ MEISTER"

Auf der Ebene "Sith Meister" baust du Transportgeräte und Kreaturen. Dazu baust du als erstes den X-Frame. Dann fügst du weitere Teile hinzu, um daraus den AT-AT, den Handelsföderation AAT oder die Swamp Creature zu machen.

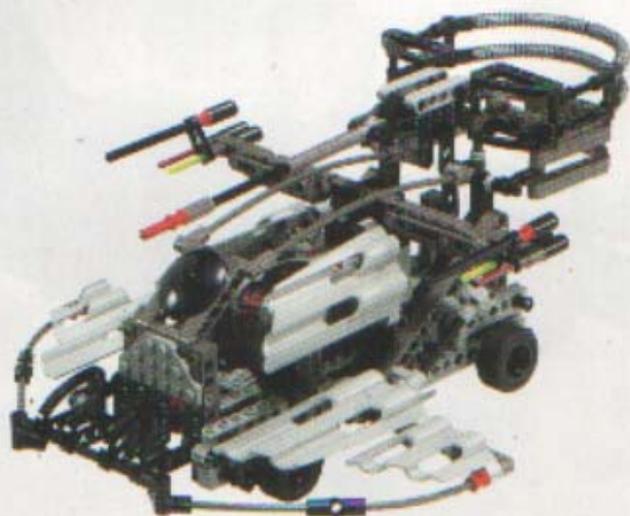


X-Frame
Das Herzstück aller Modelle in diesem Buch
Seite 8

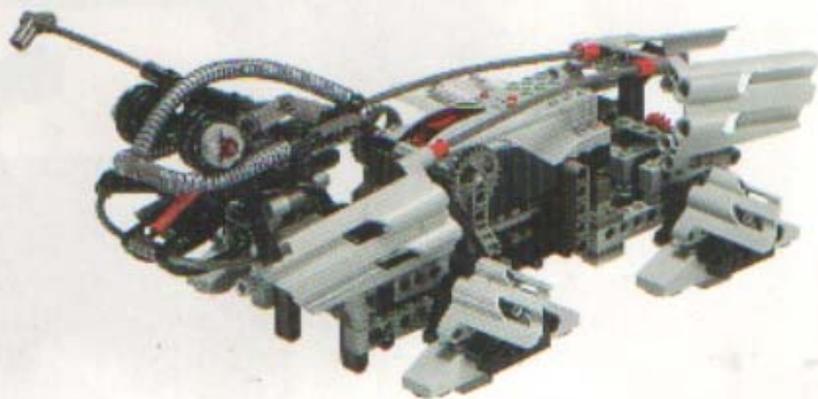
AT-AT
Seite 24



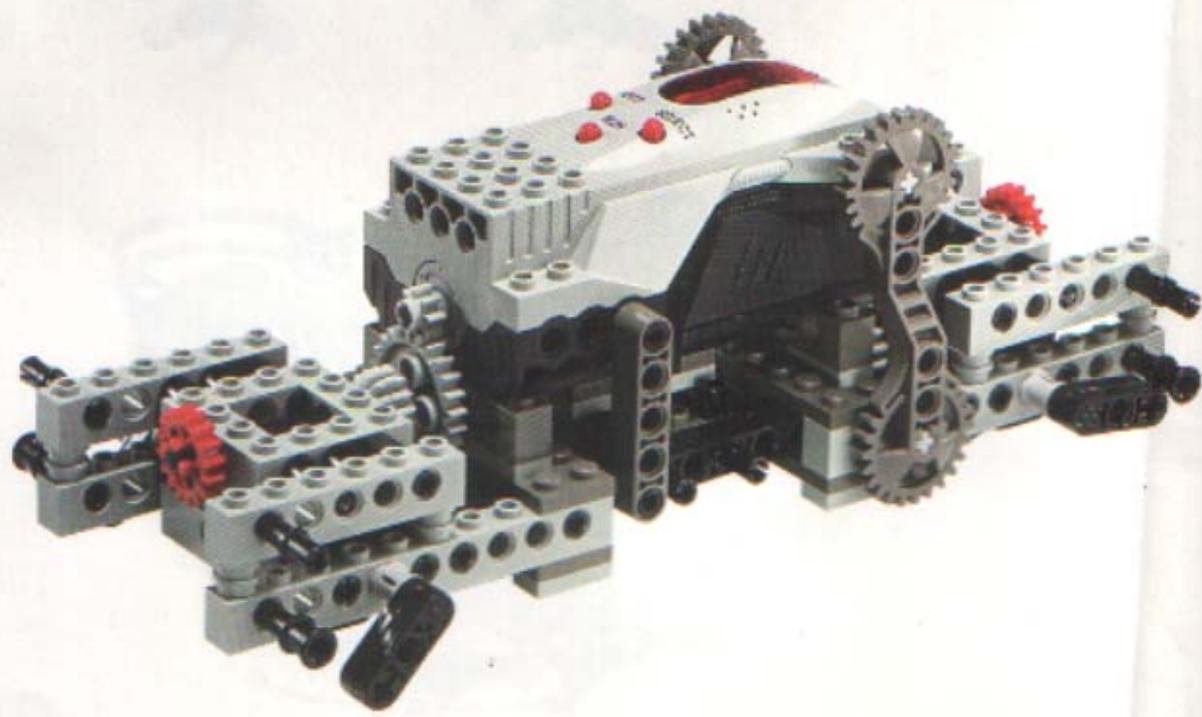
Handelsföderation AAT
Seite 56



Swamp Creature
Seite 62

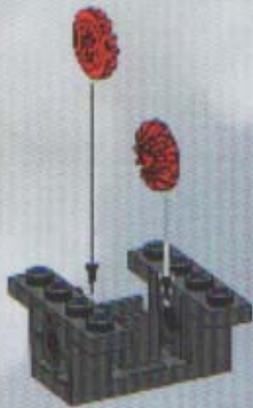


Das ist die Basis für den
ersten Schritt. Die
Bauteile sind hier
schon teilweise
zusammengebaut.

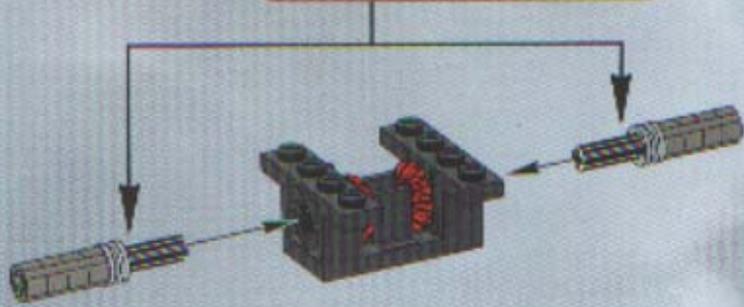
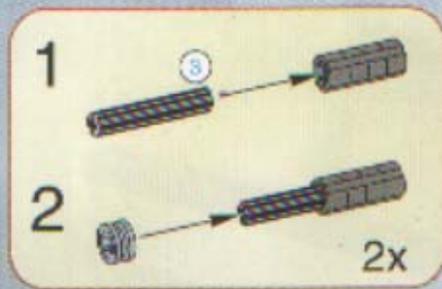




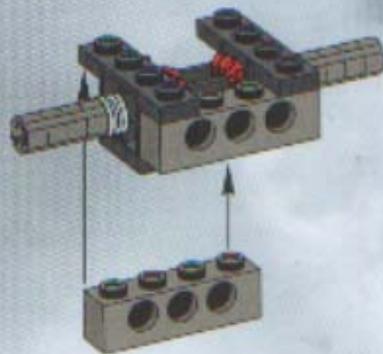
1



2

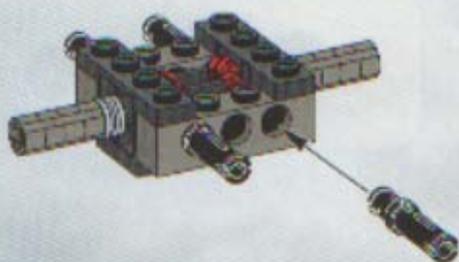


3

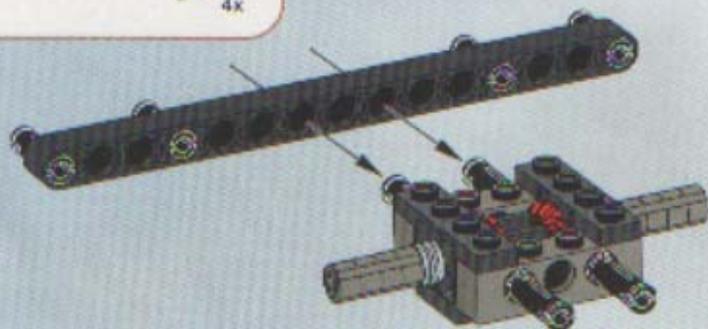




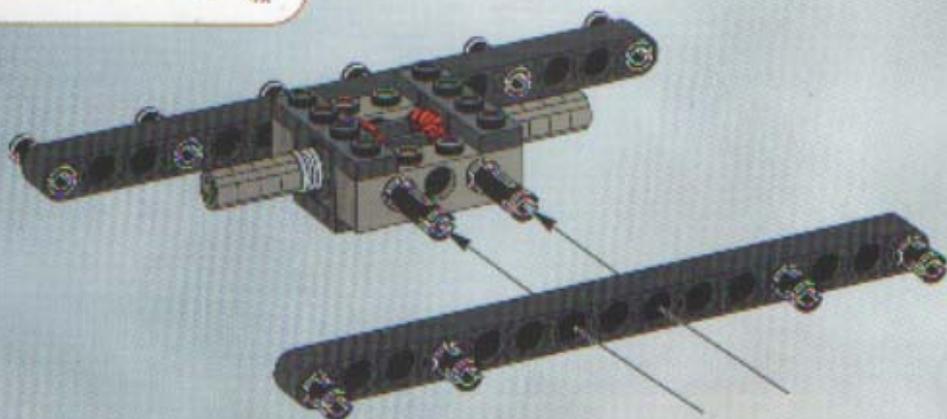
4



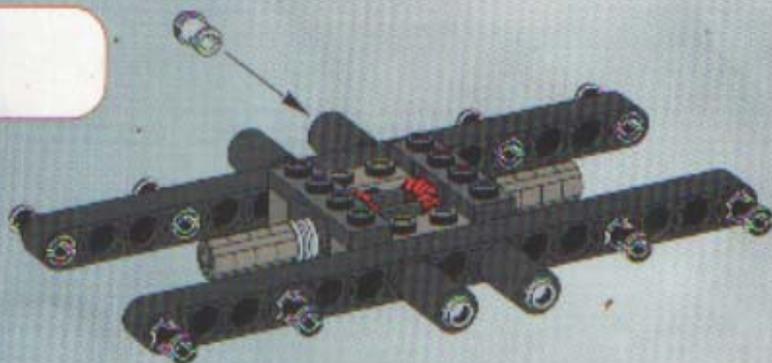
5



6

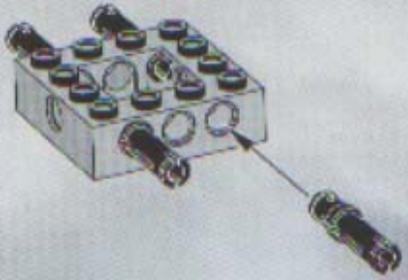
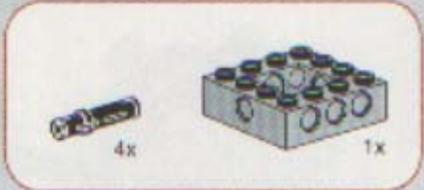


7

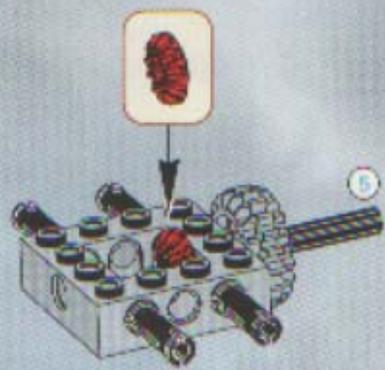
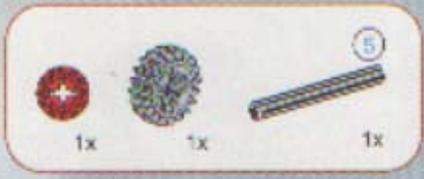




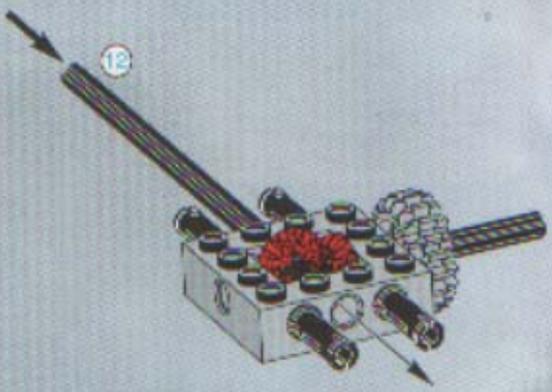
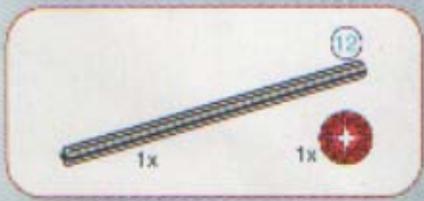
1



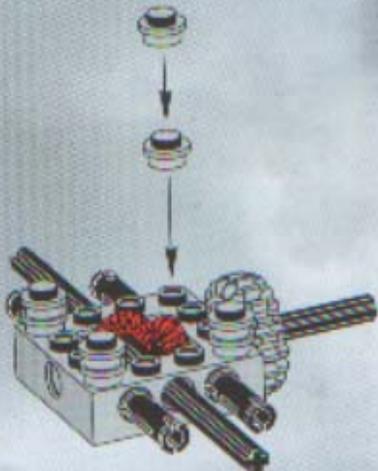
2



3

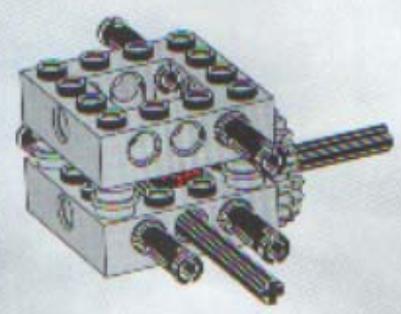
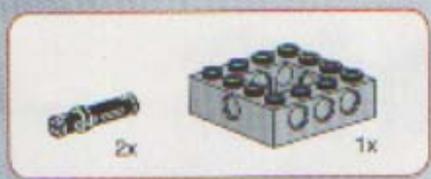


4

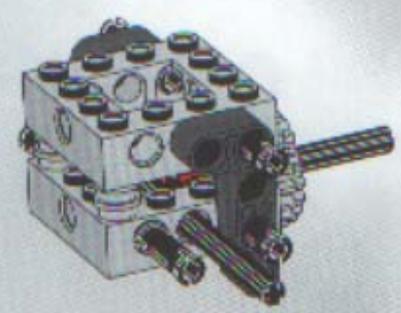




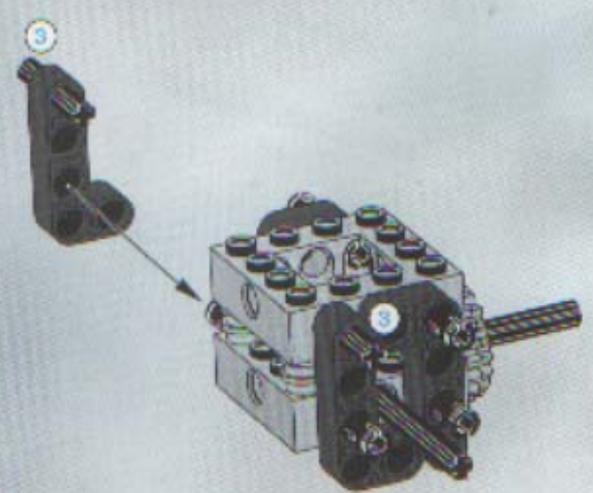
5



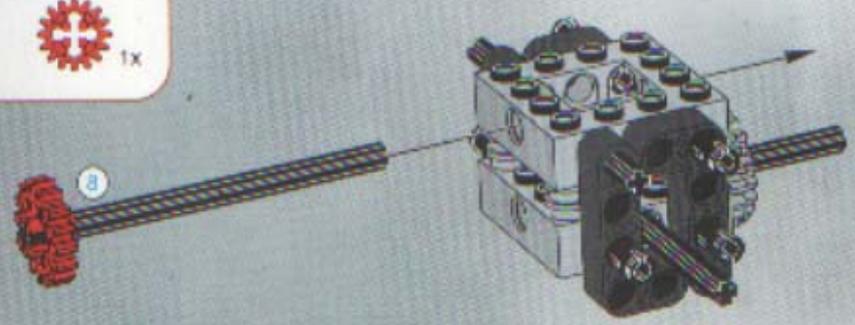
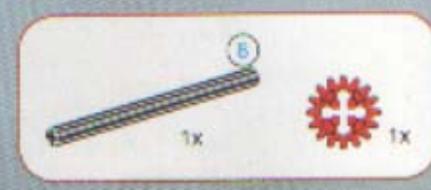
6



7



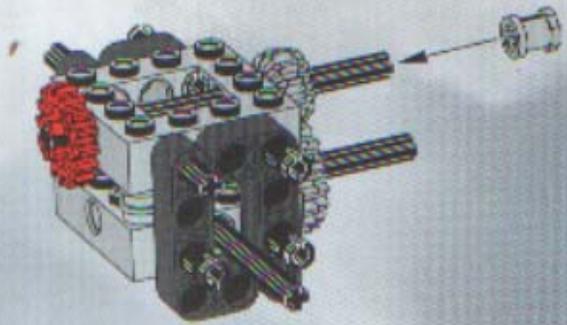
8



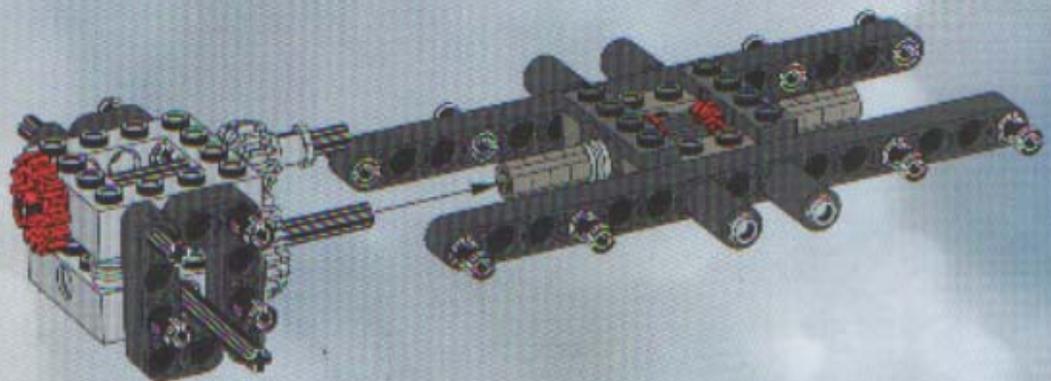


9

1x  1x 

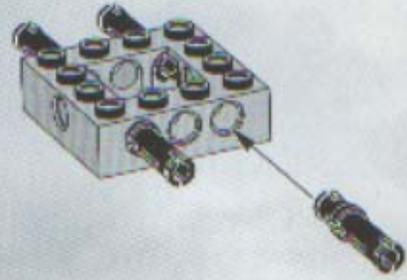


10

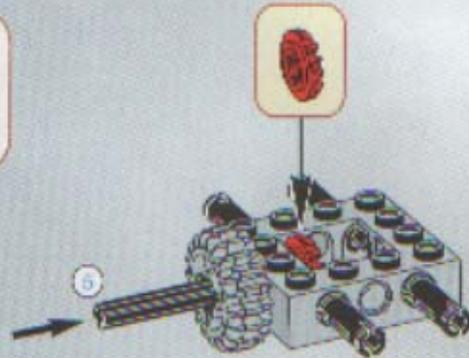
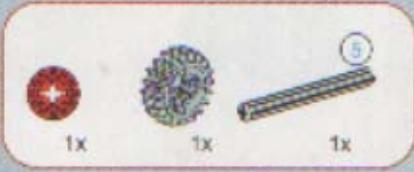




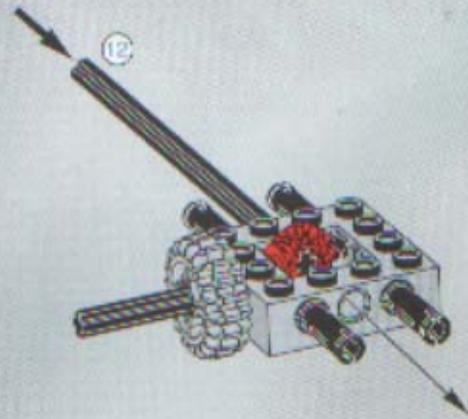
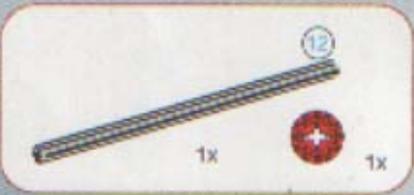
1



2



3

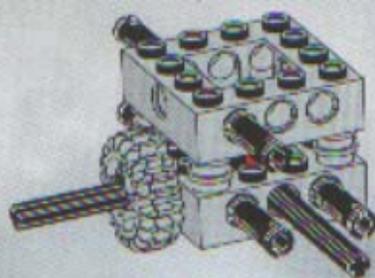


4

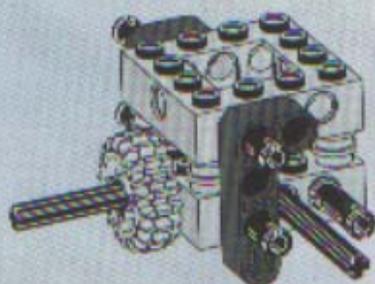




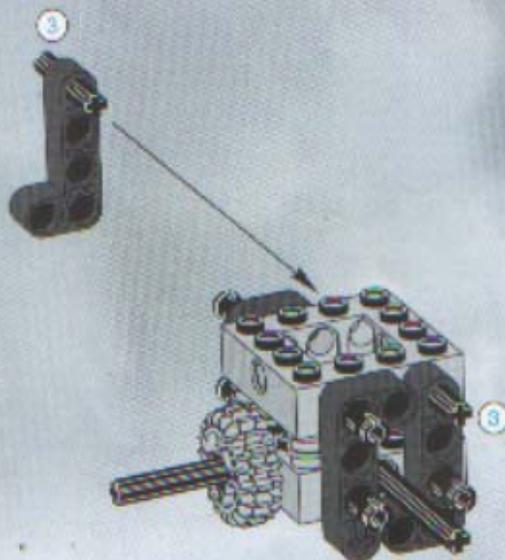
5



6

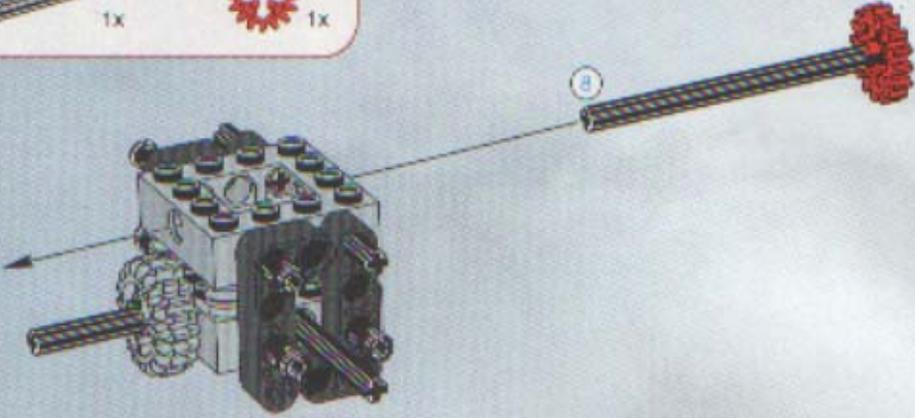
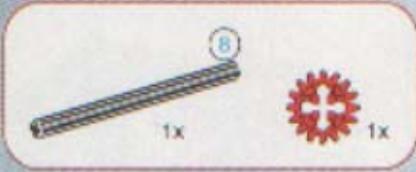


7

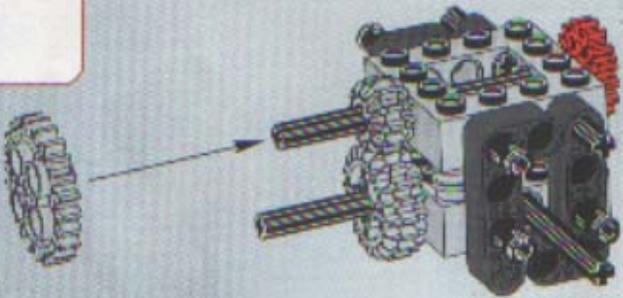
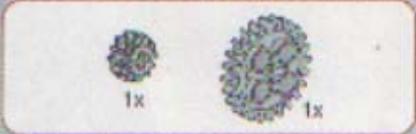




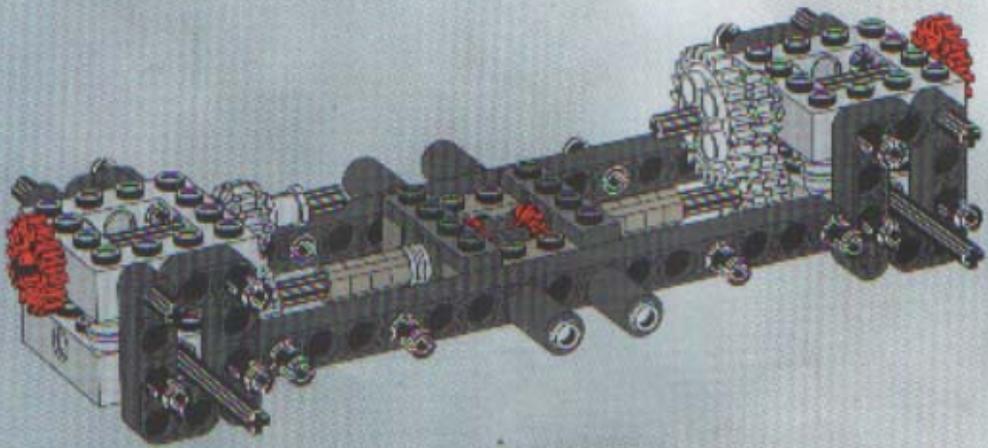
18

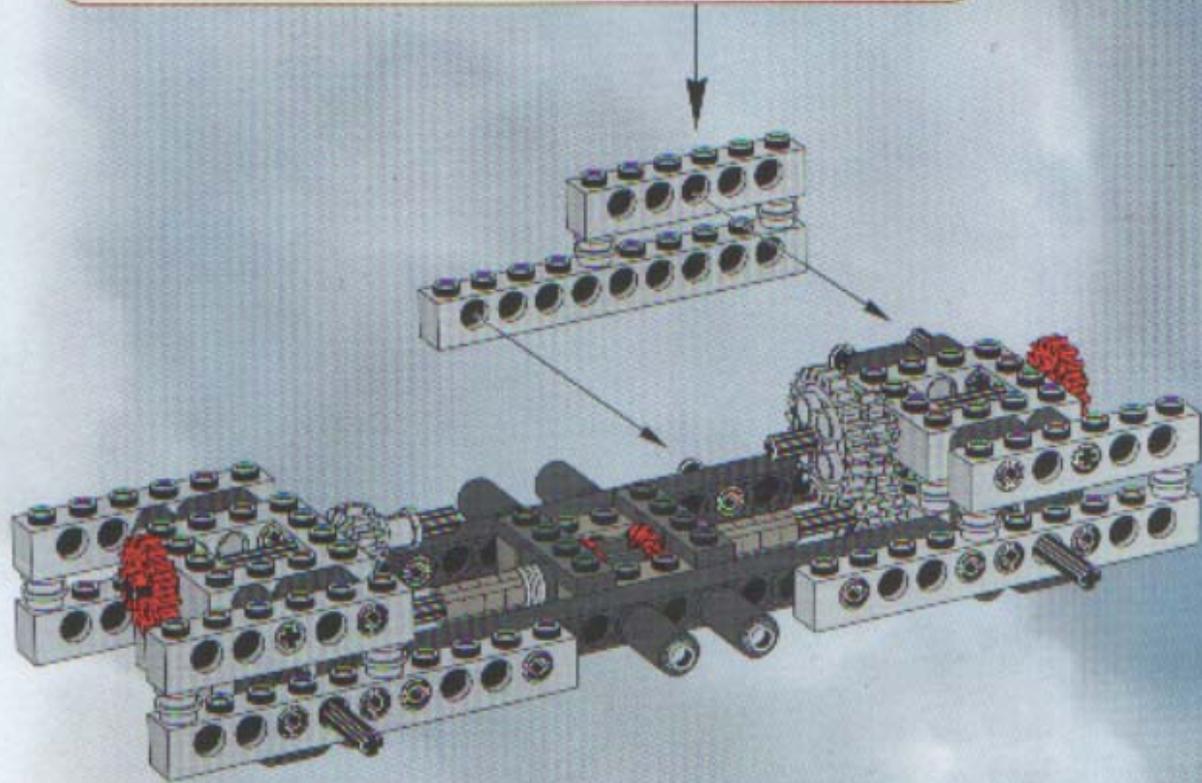
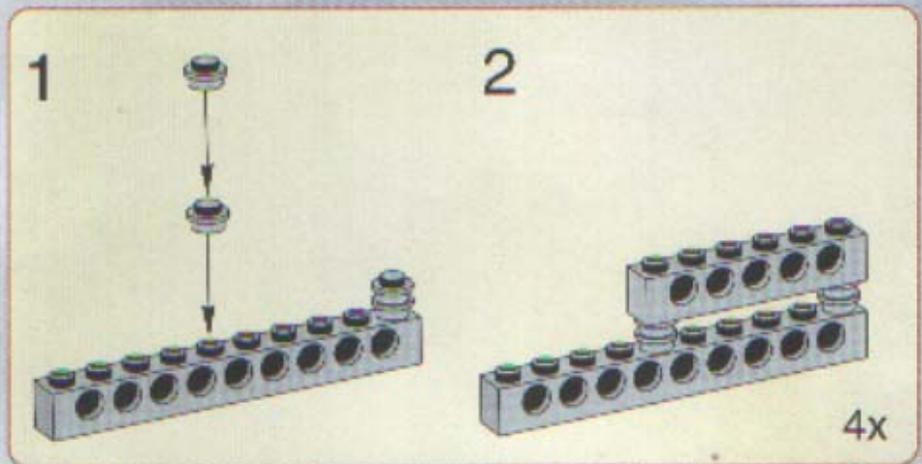
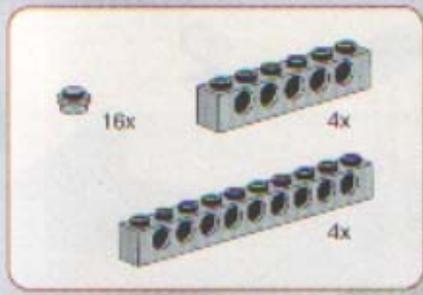


19



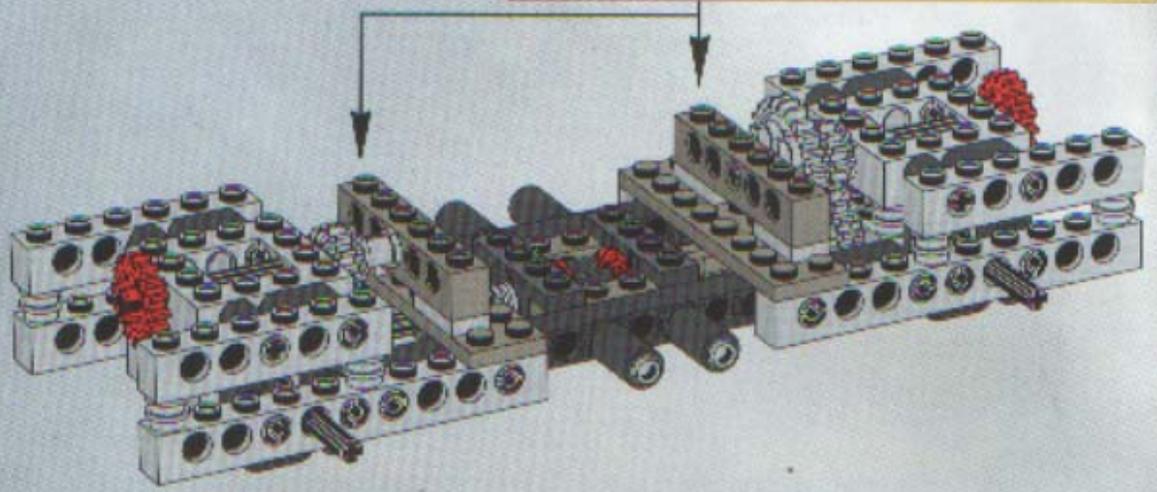
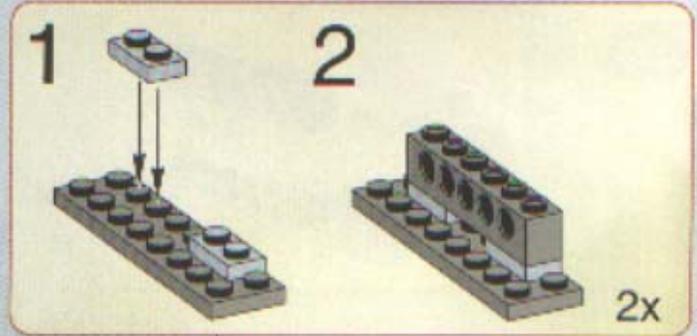
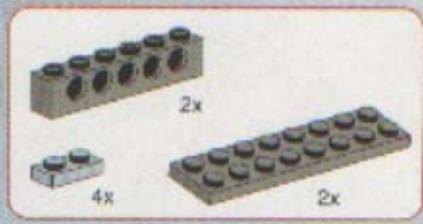
20



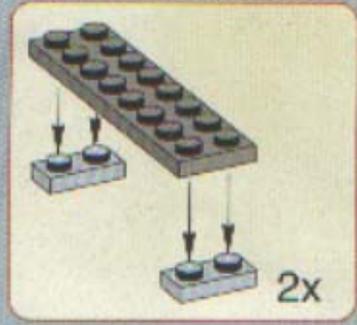
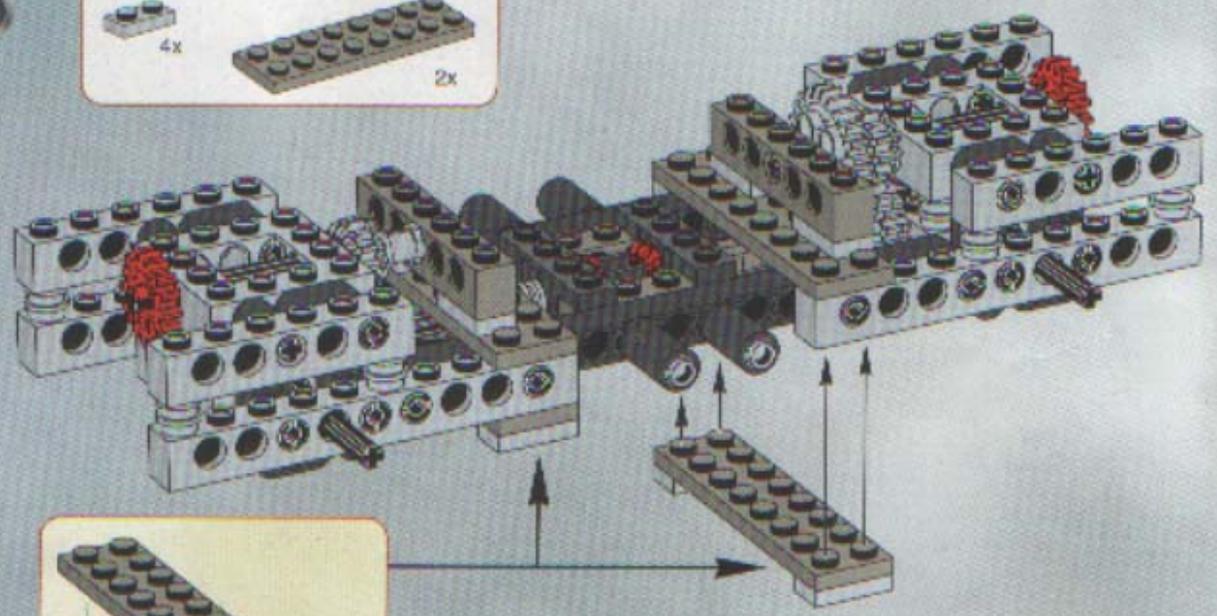




12



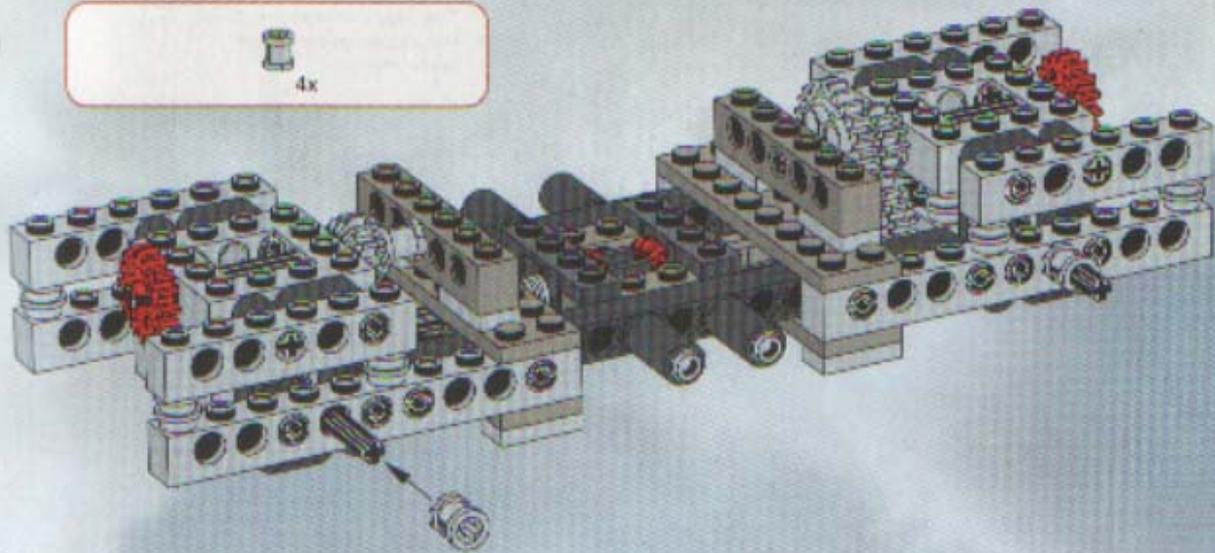
13





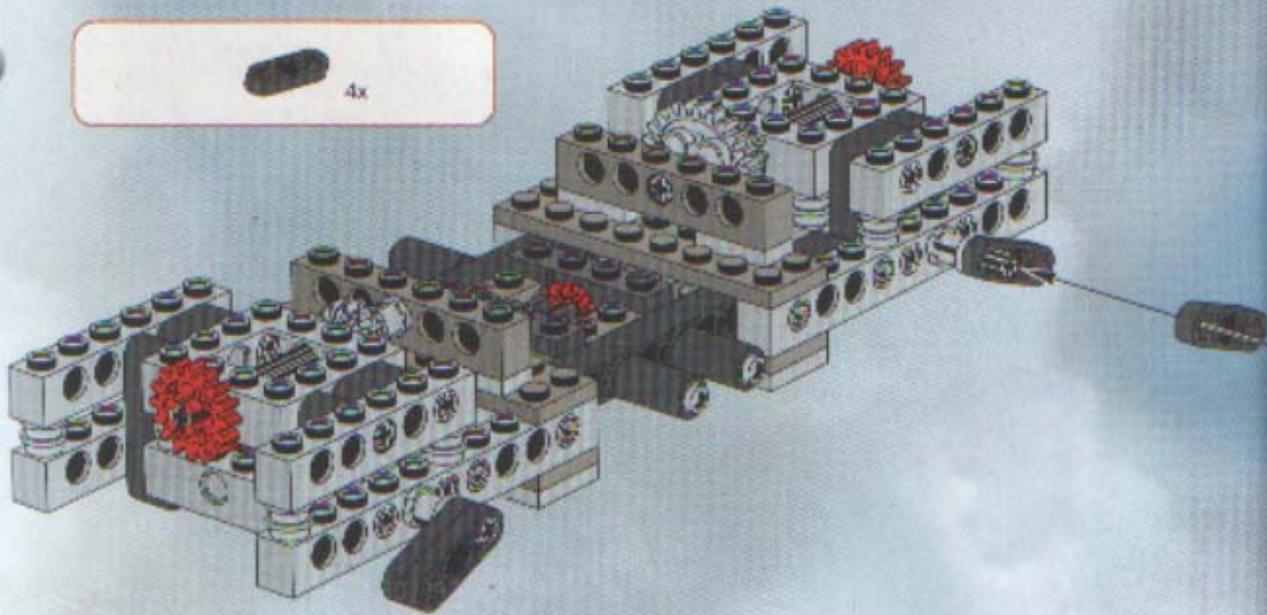
4

 4x



5

 4x

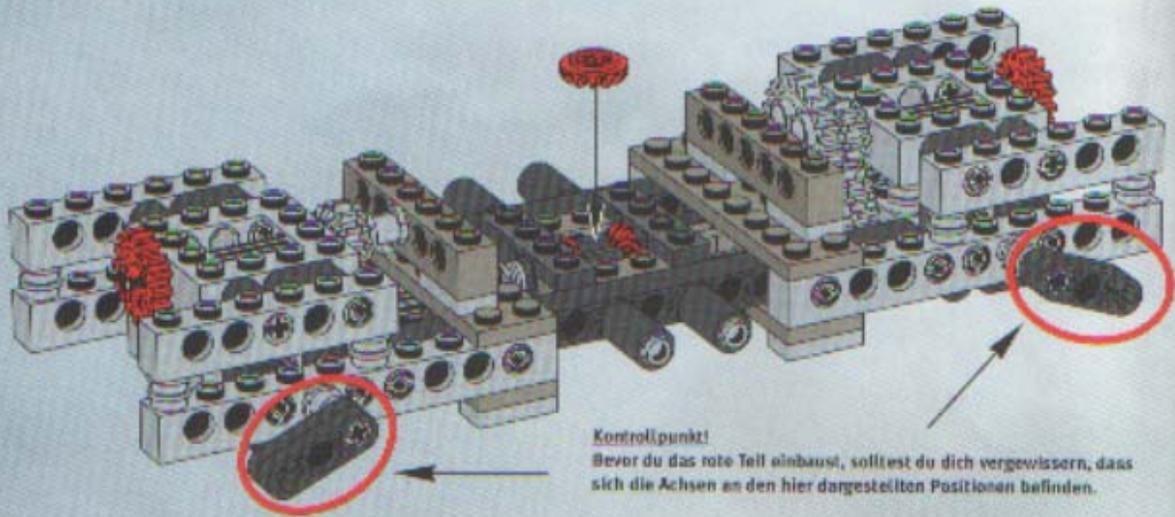




16

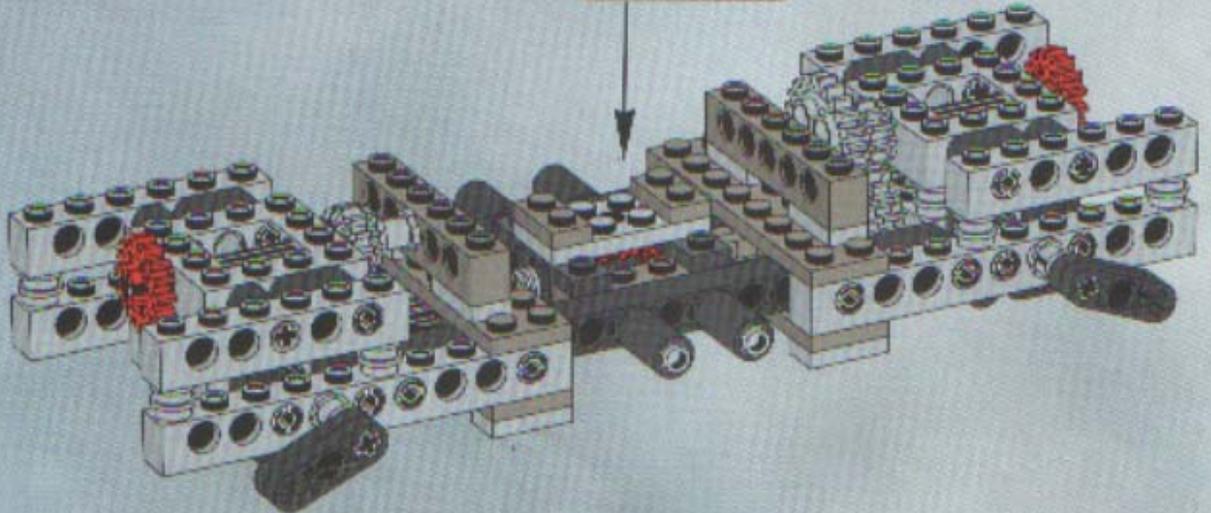
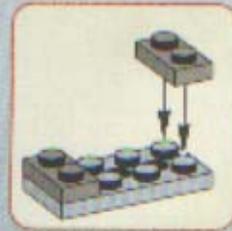


Tipp: Lege den Rahmen z. B. auf einen Tisch, um die Achsen auszurichten.

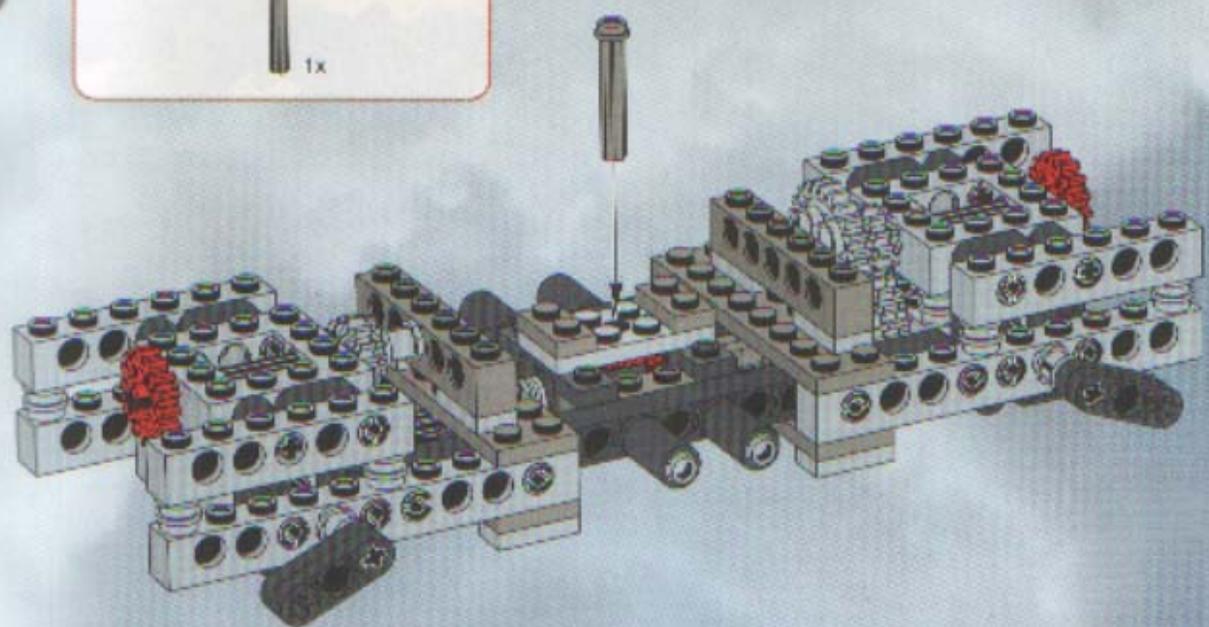


Kontrollpunkt!
Bevor du das rote Teil einbaust, solltest du dich vergewissern, dass sich die Achsen an den hier dargestellten Positionen befinden.

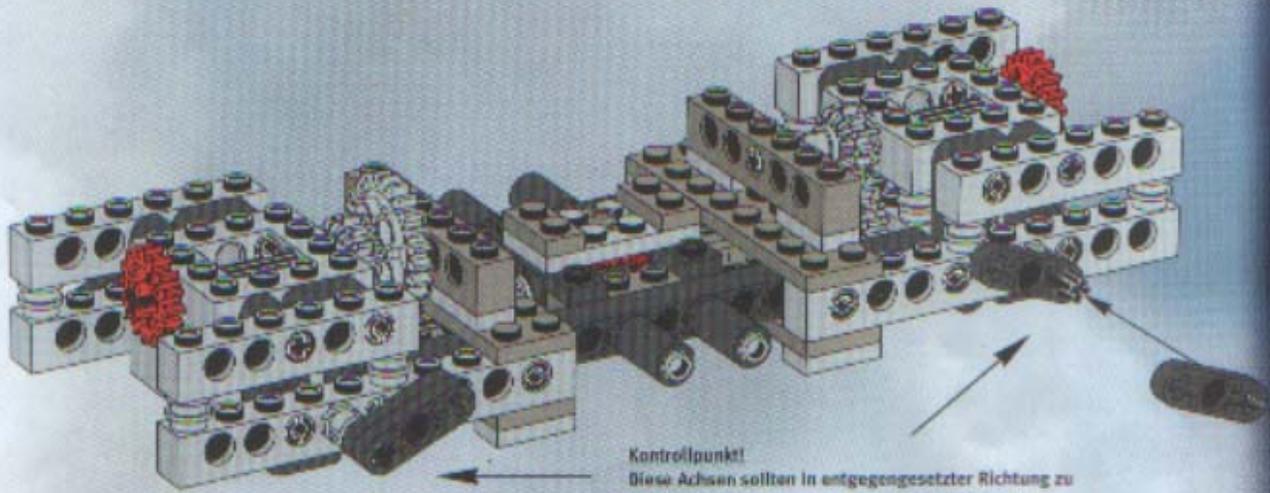
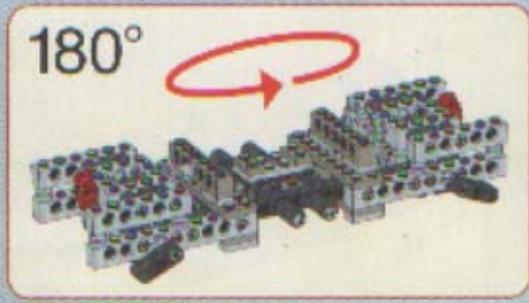
17



18



19



Kontrollpunkt!
Diese Achsen sollten in entgegengesetzter Richtung zu denen des Bildes in Schritt 16 (nach Innen) zeigen.

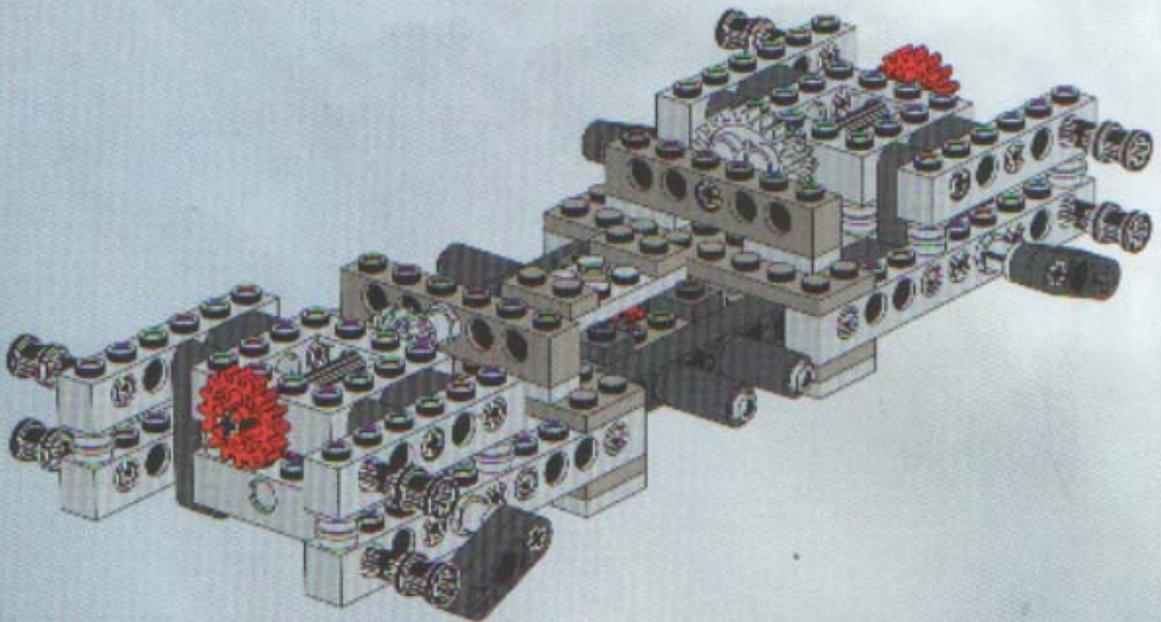
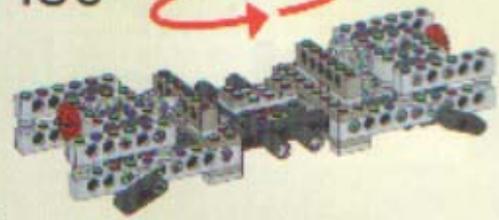


20



0x

180°



21



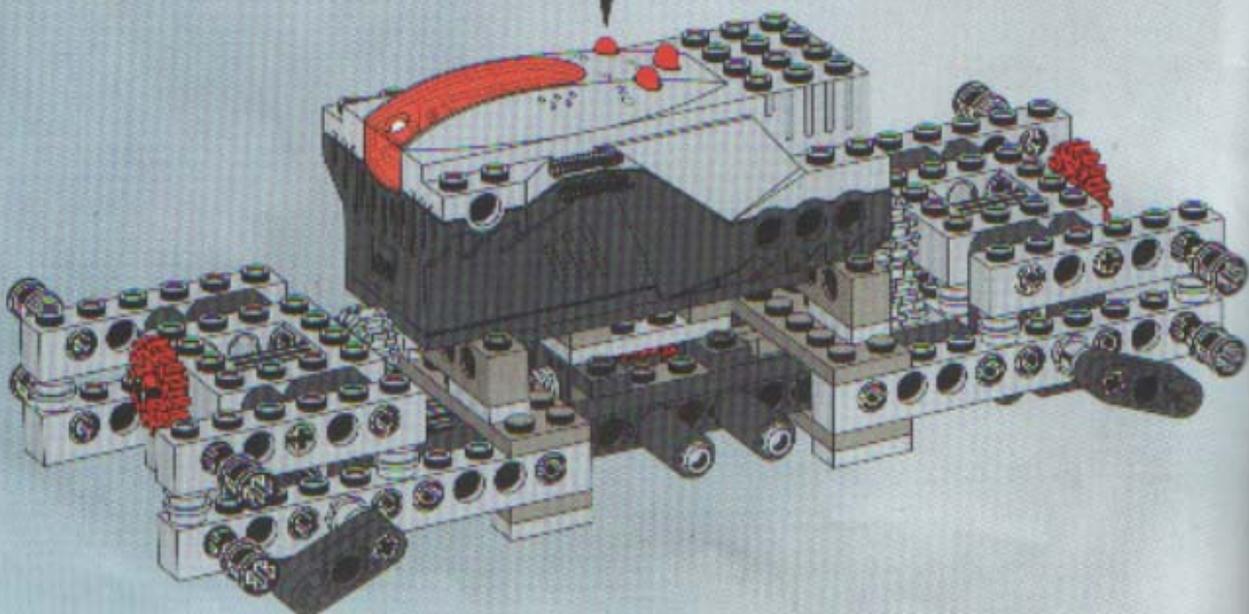
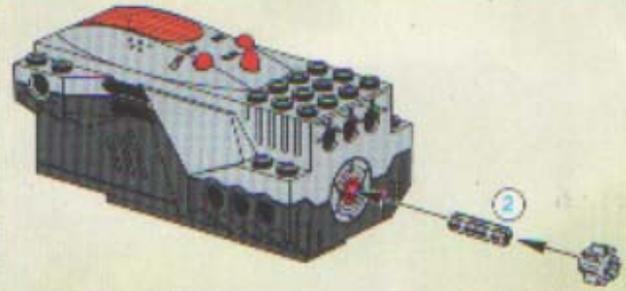
1x



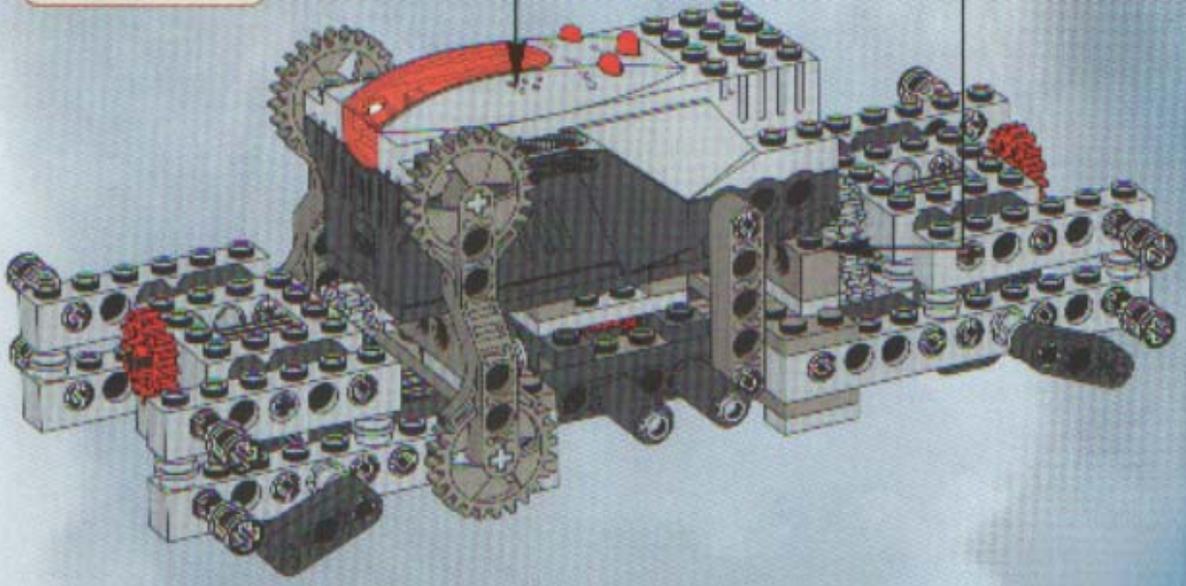
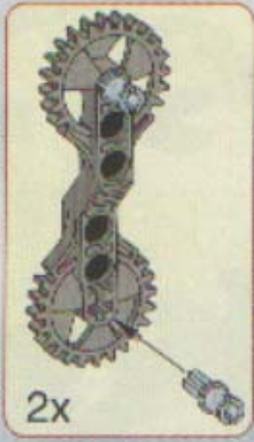
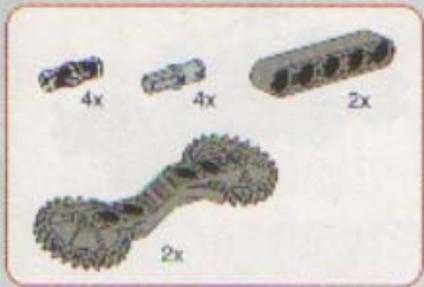
1x



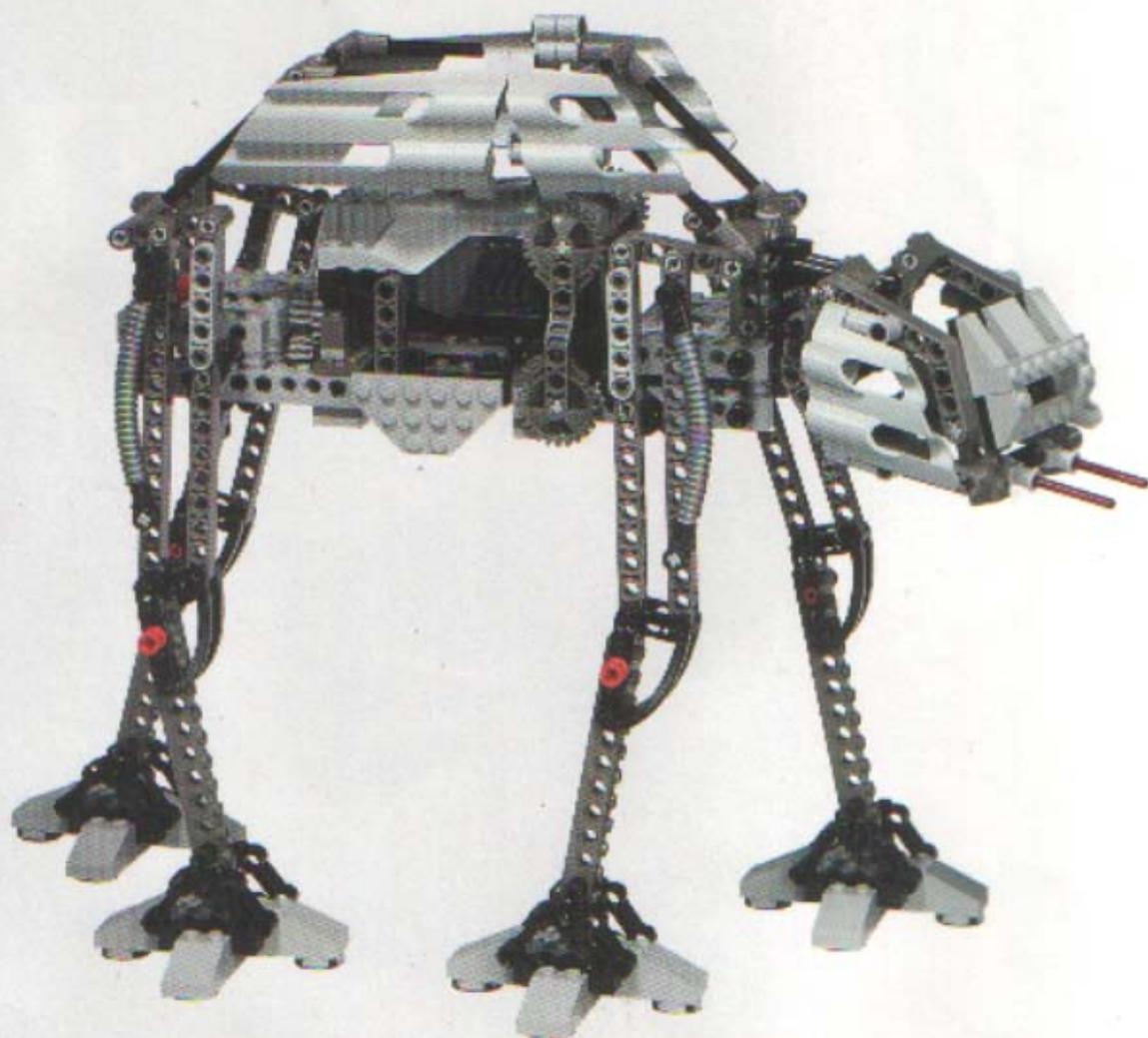
1x



22

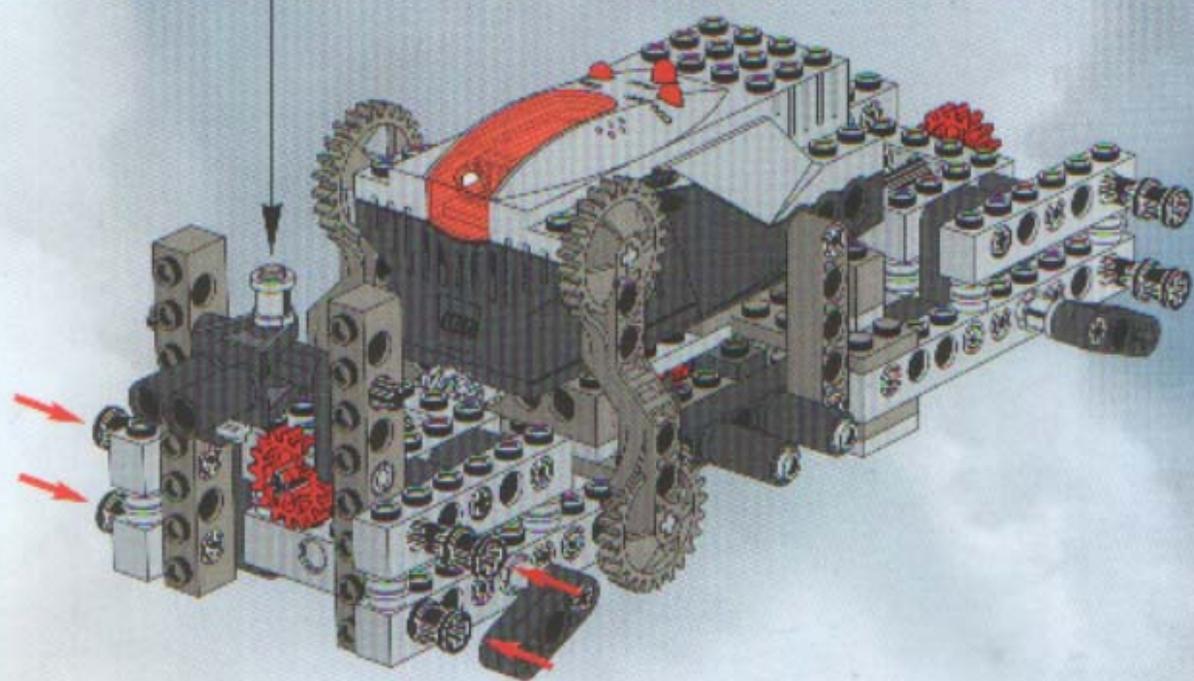
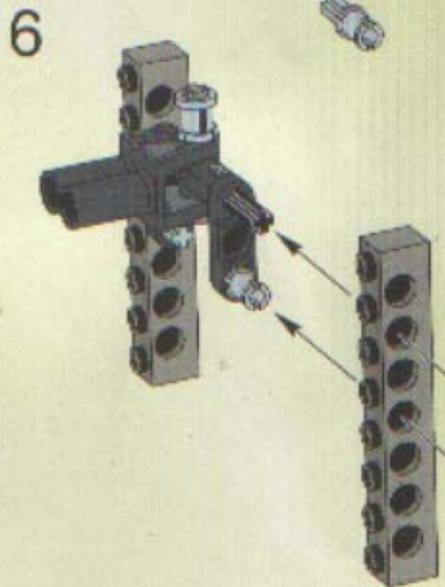
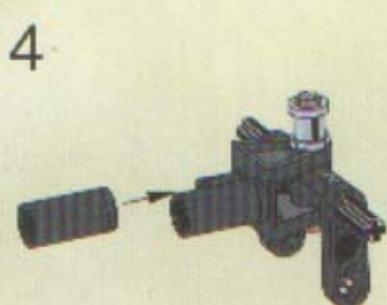
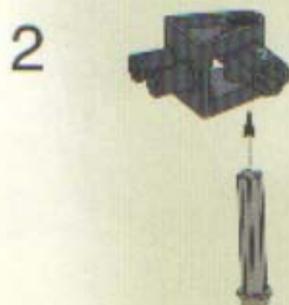
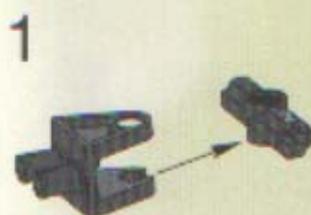


Nachdem du den Frame gebaut hast, kannst du ihn jetzt für den AT-AT (Seite 24), den Handelsföderation AAT (Seite 56) und die Swamp Creature (Seite 62) einsetzen.



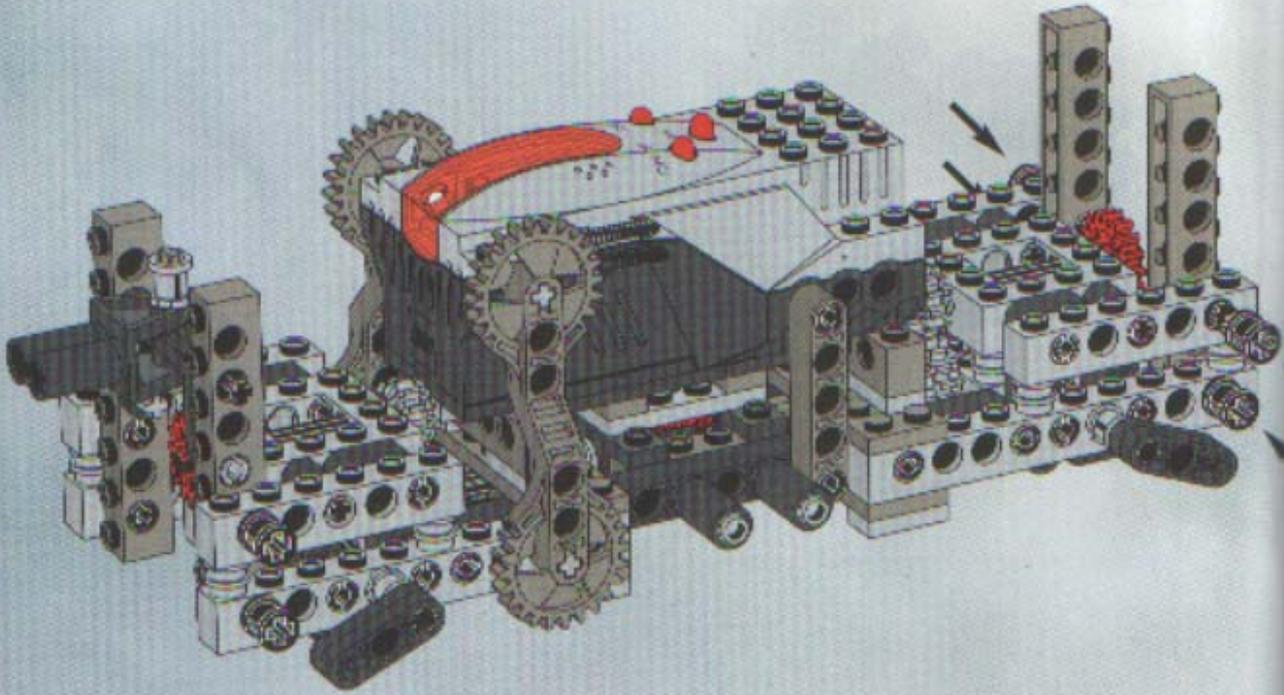


Lies auf Seite 8 nach, wenn du den X-Frame noch nicht gebaut hast.



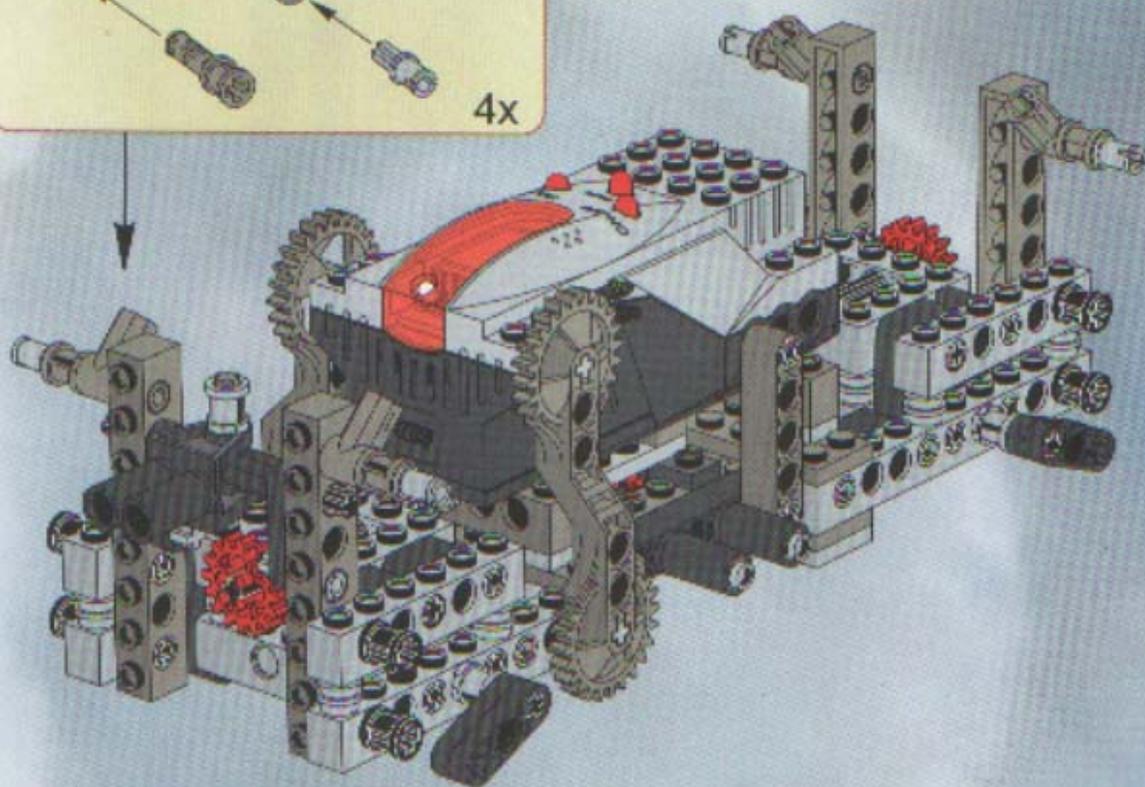
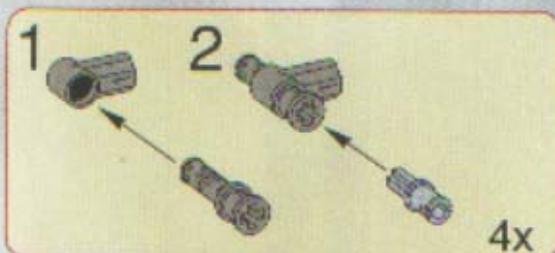


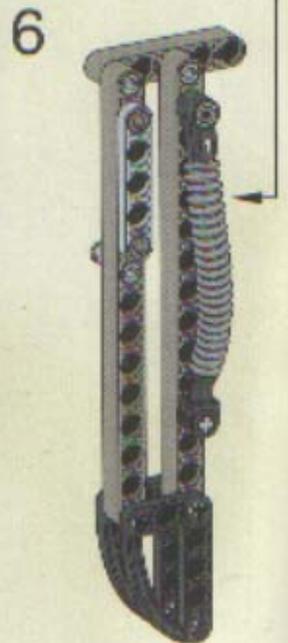
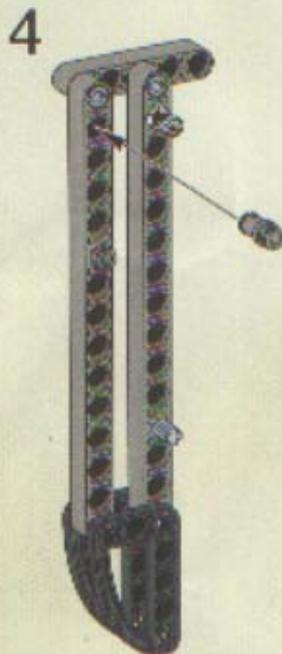
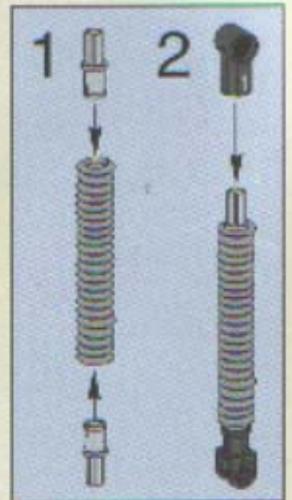
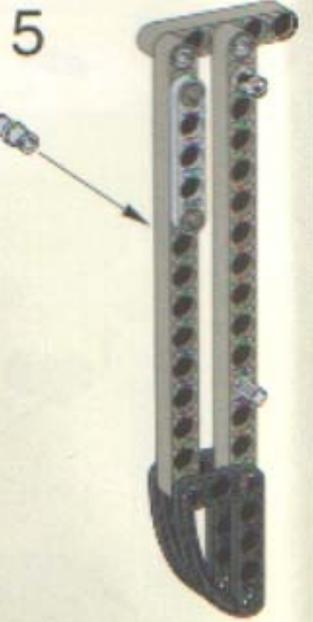
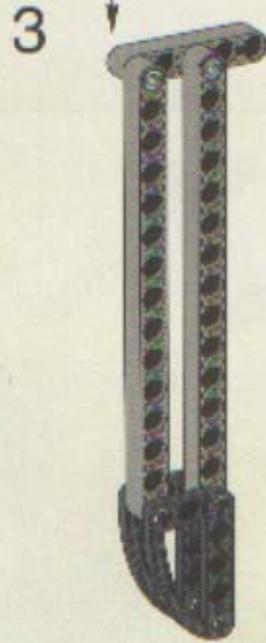
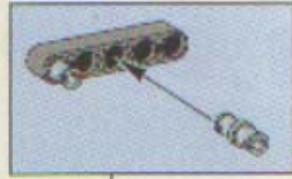
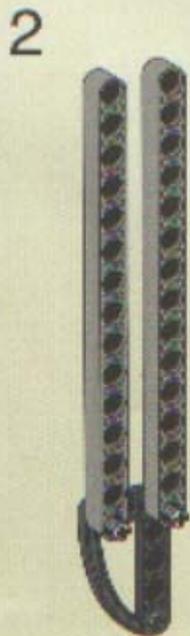
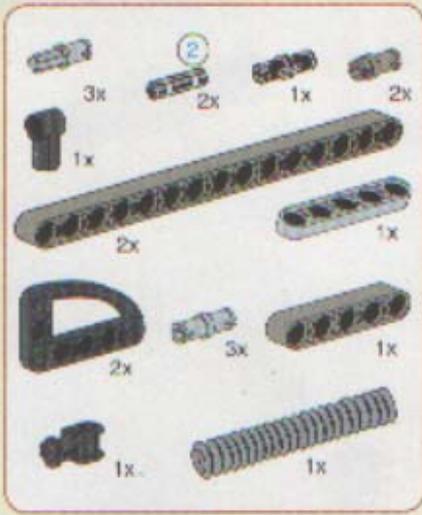
2

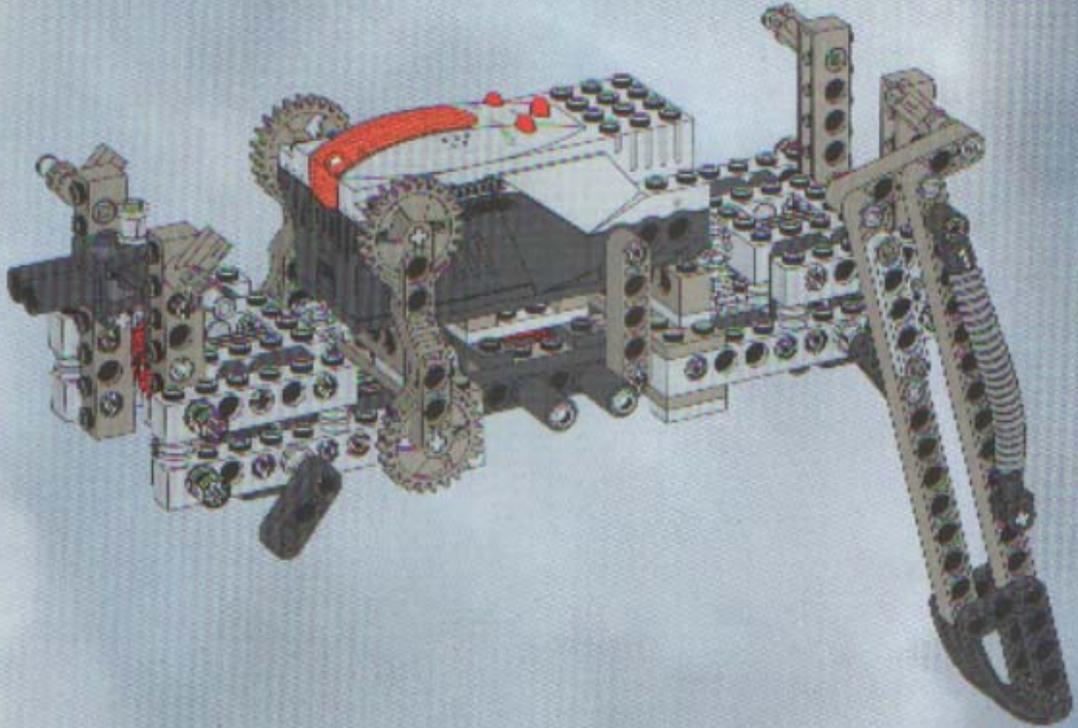


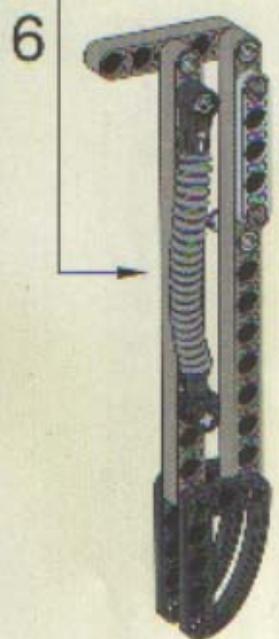
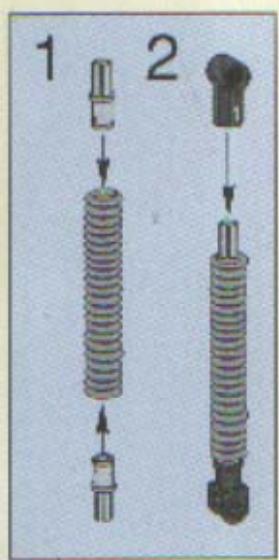
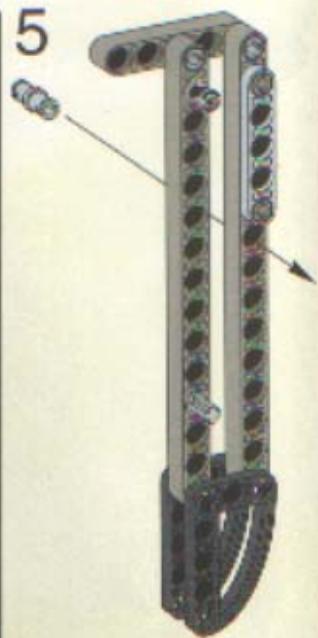
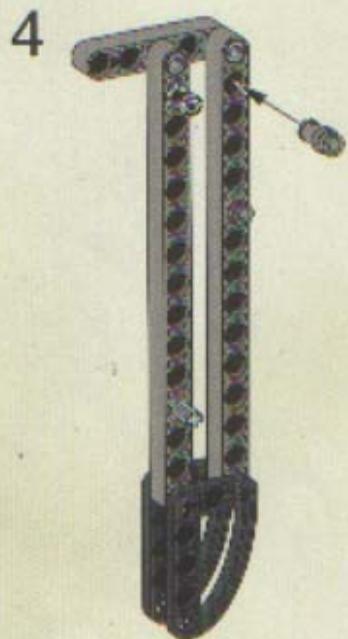
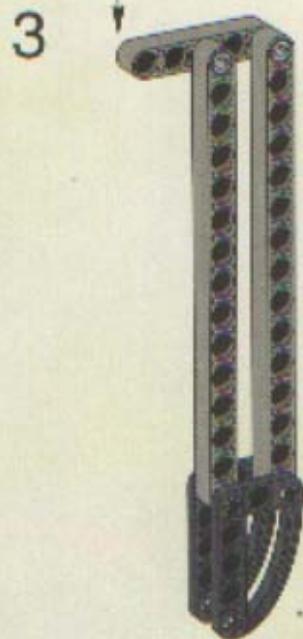
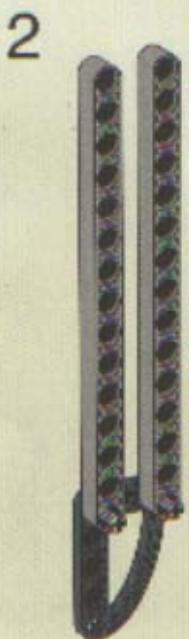
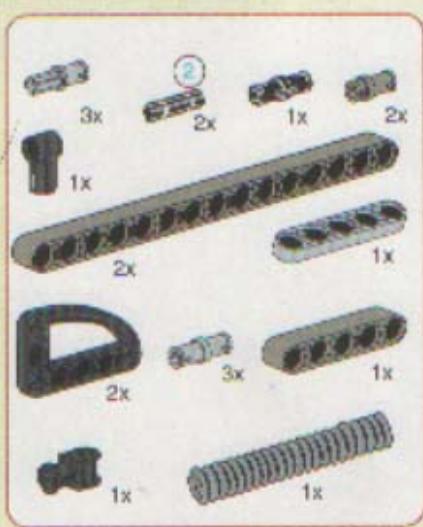


3



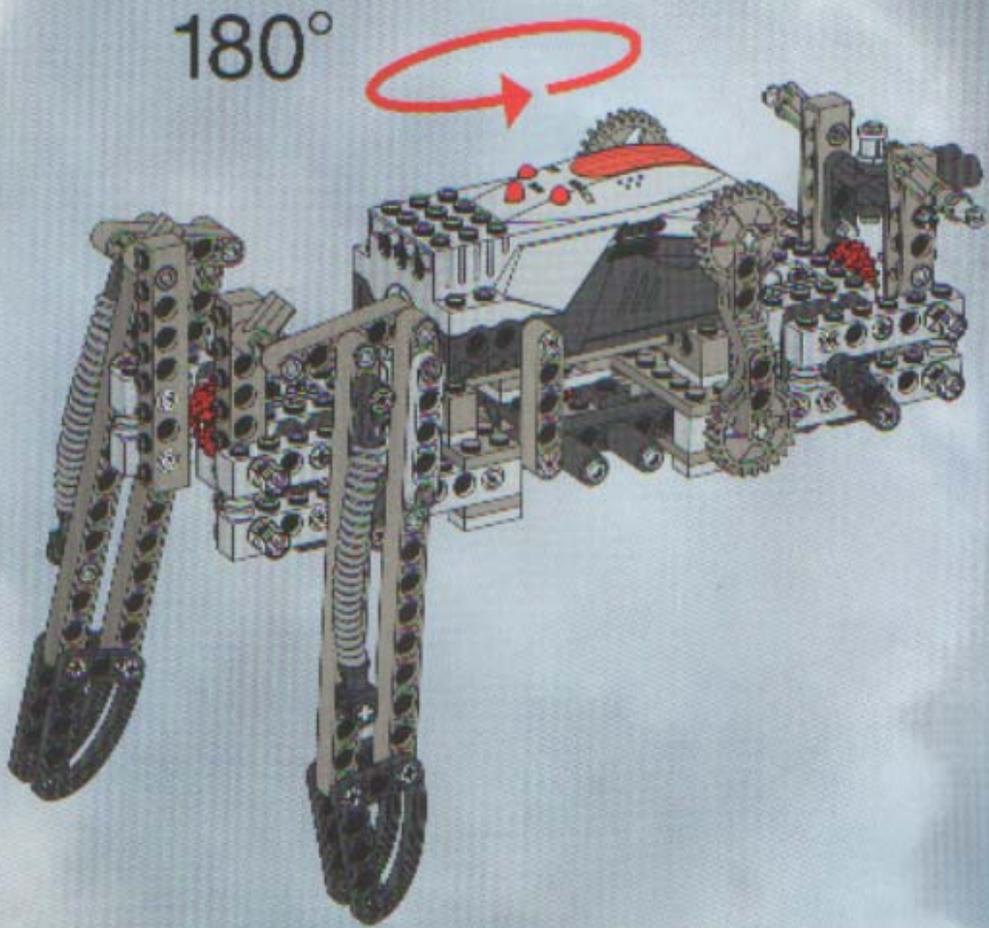


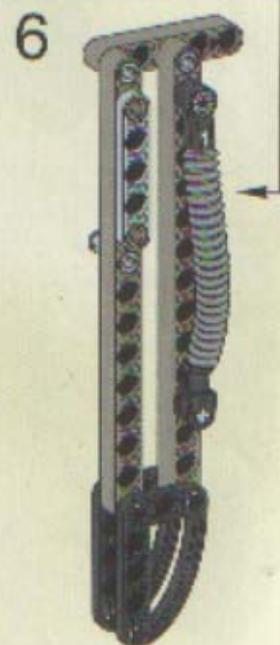
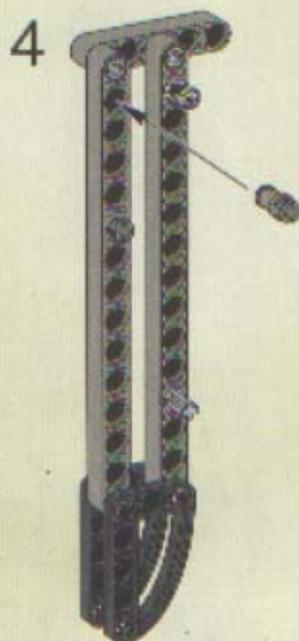
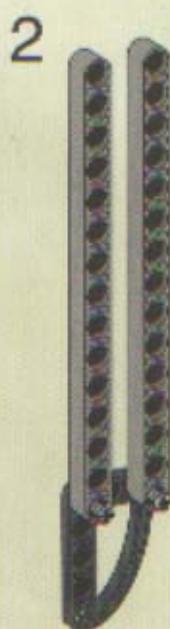
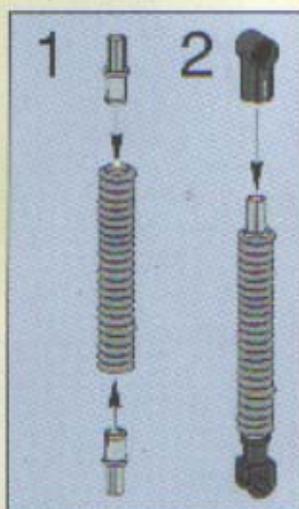
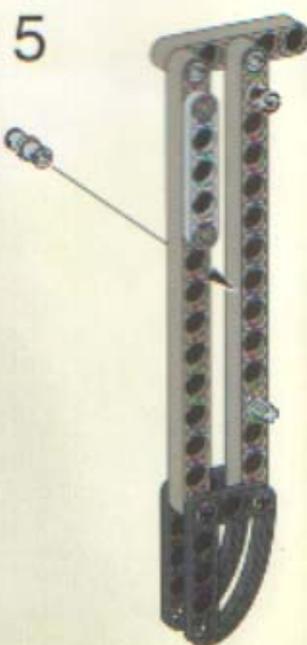
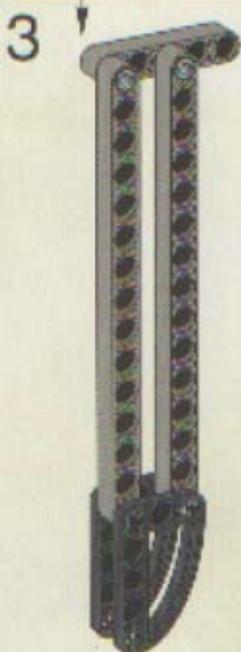
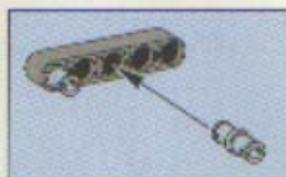
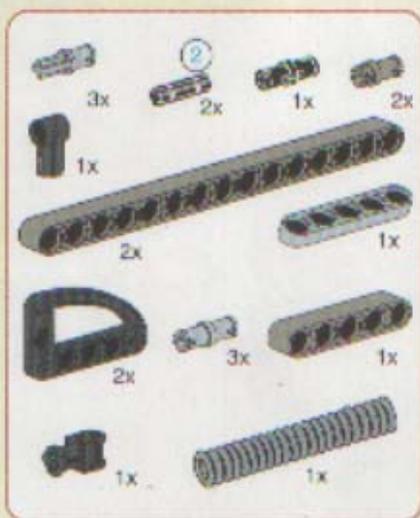






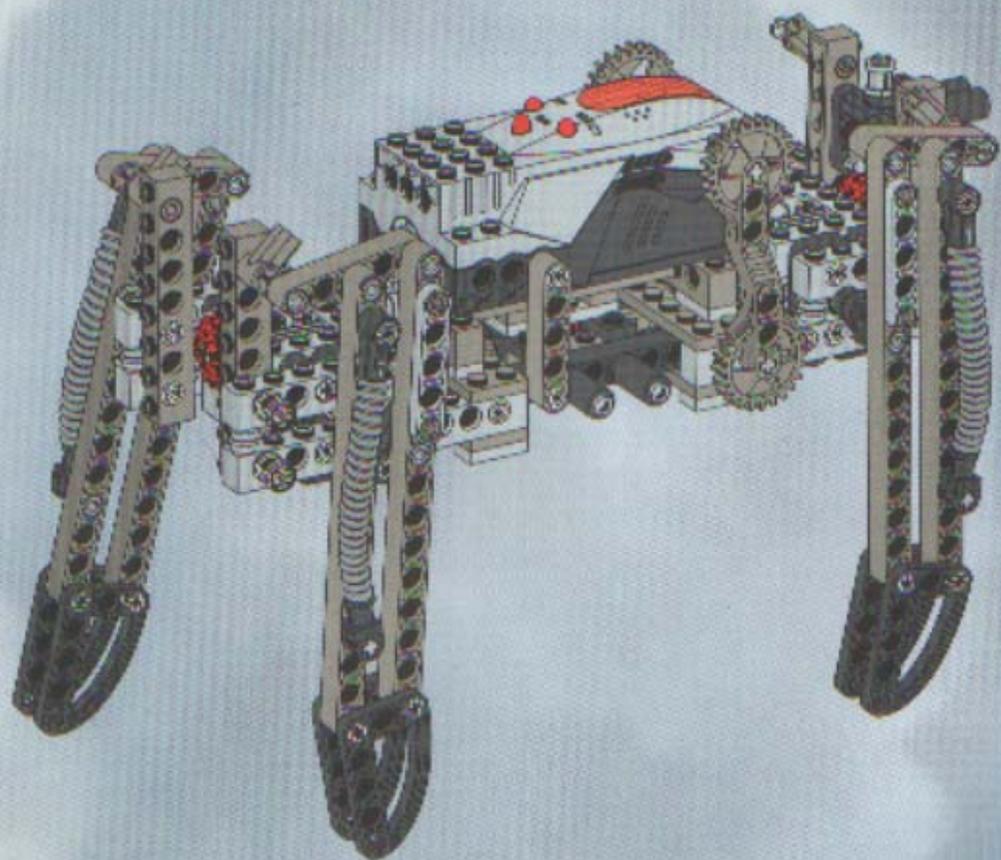
5

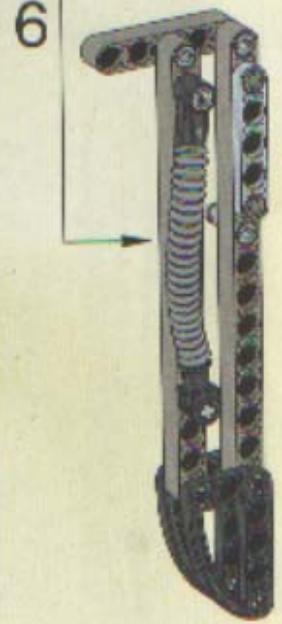
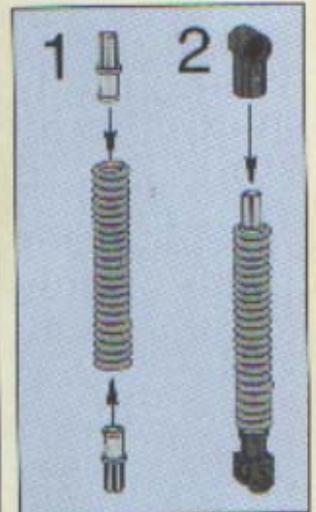
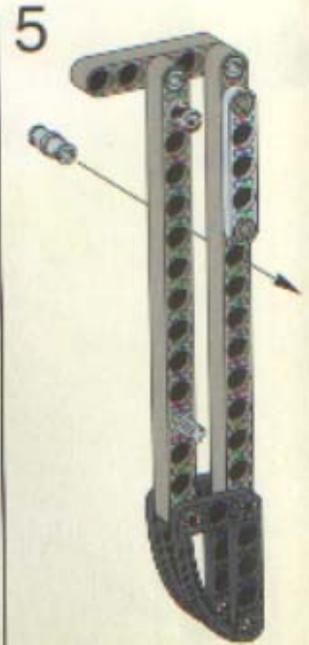
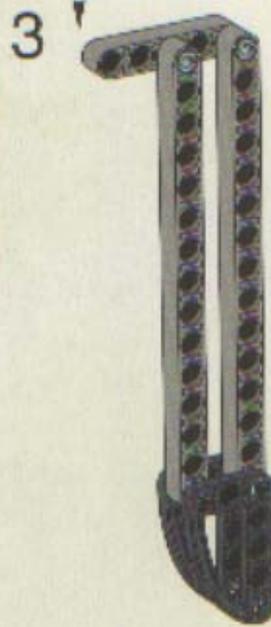
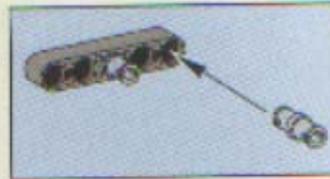
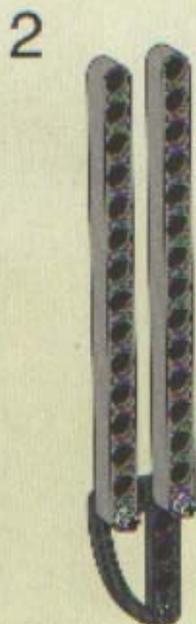
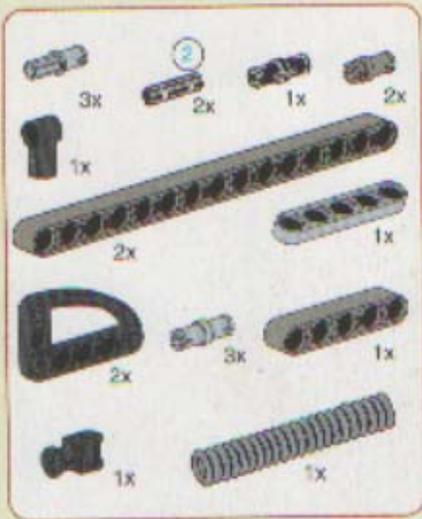


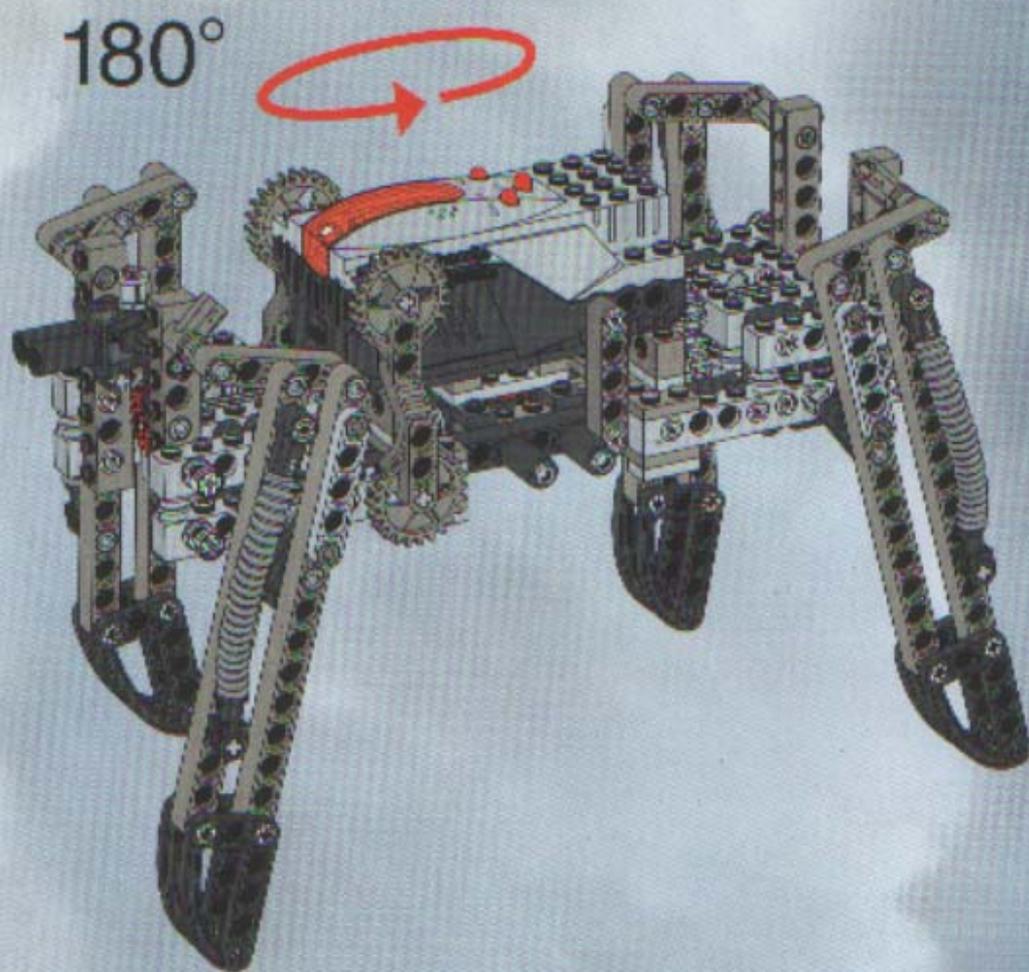
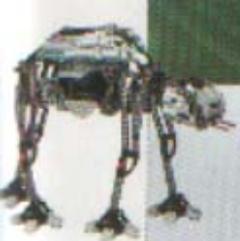


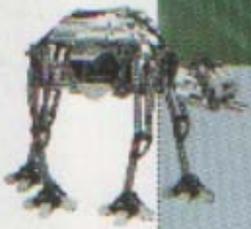


6

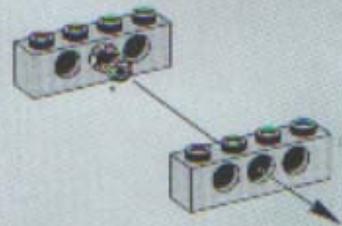
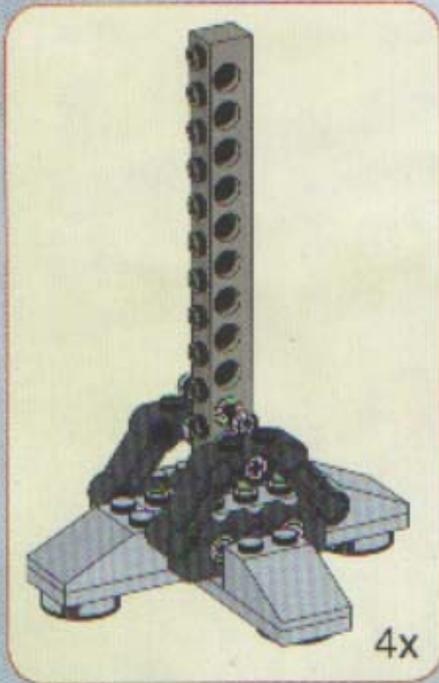




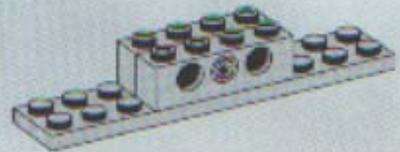
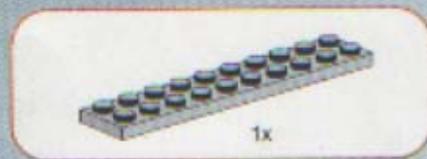




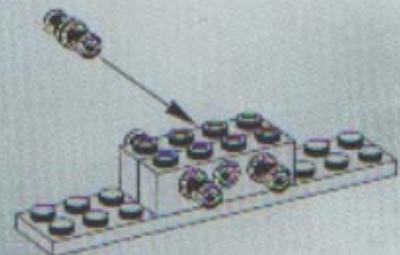
1

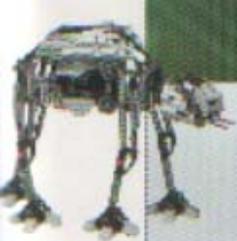


2

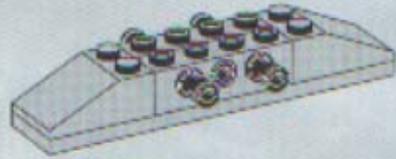


3

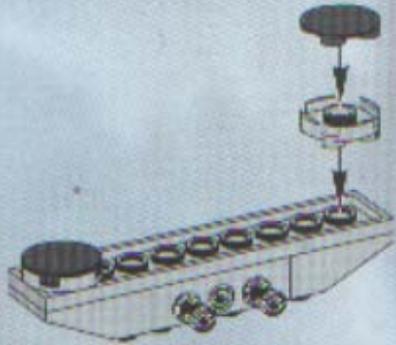




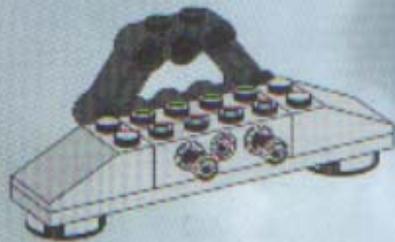
4



5

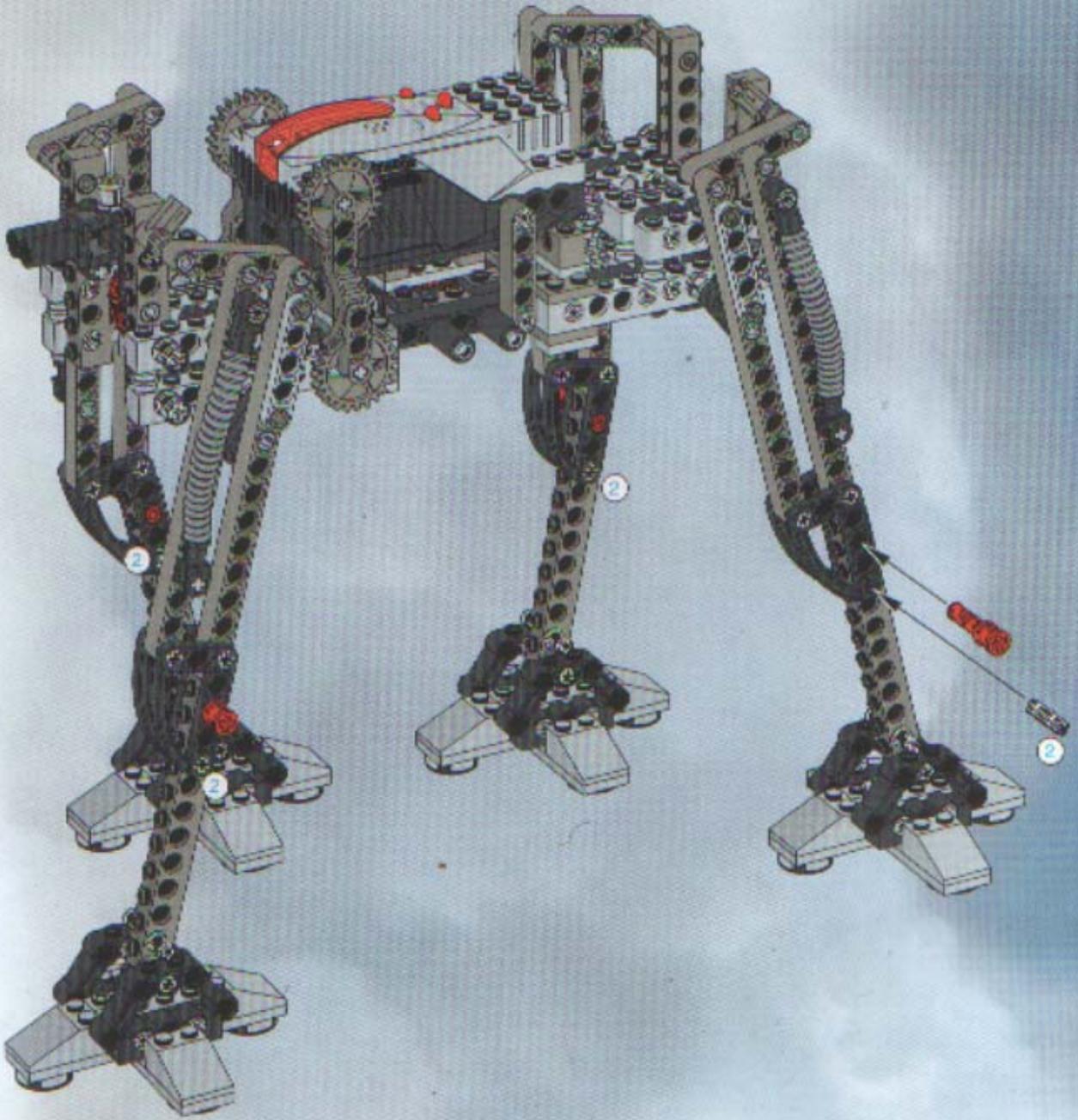


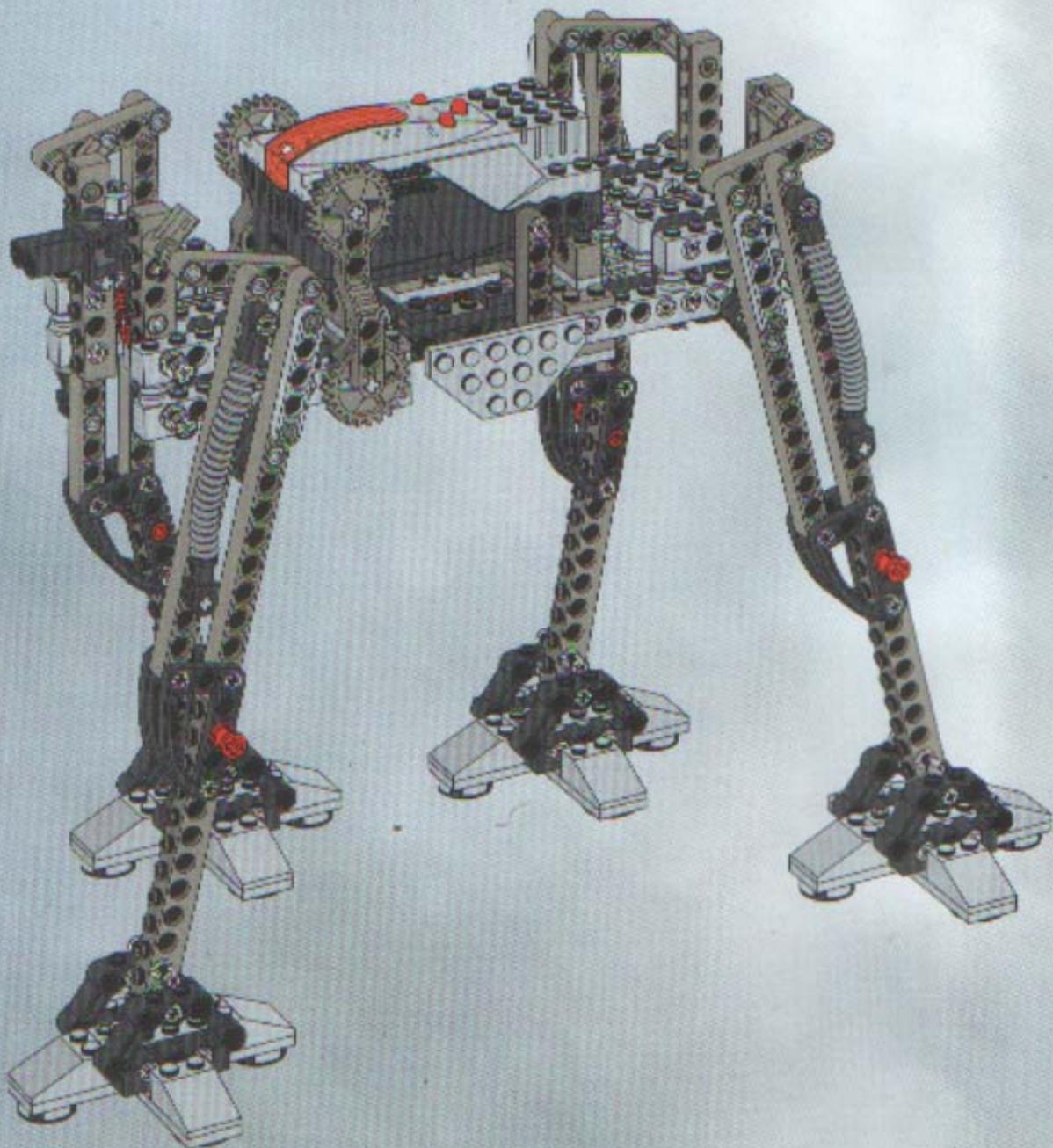
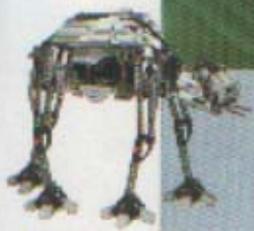
6





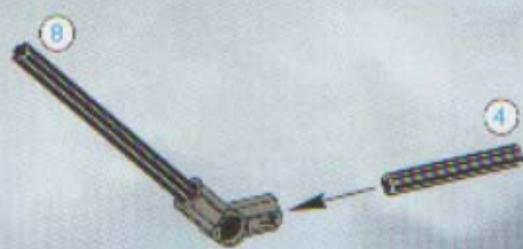
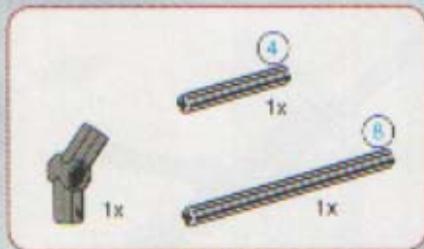
9



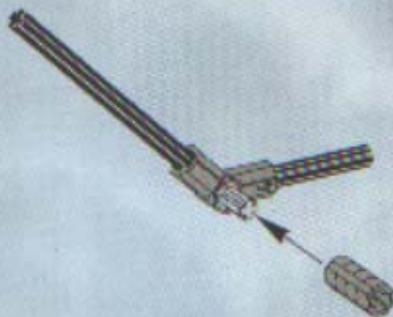




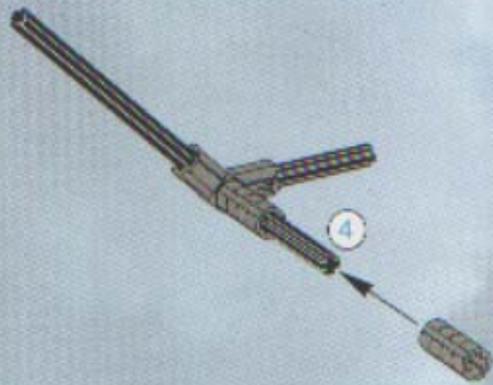
1



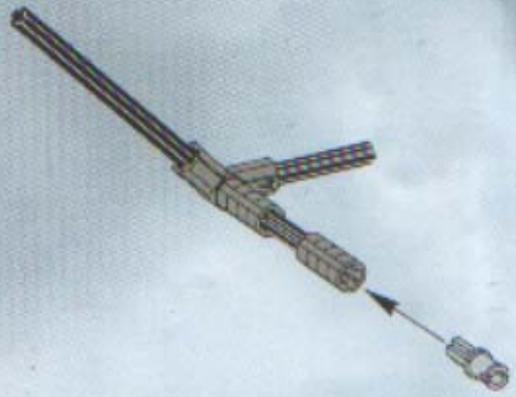
2



3

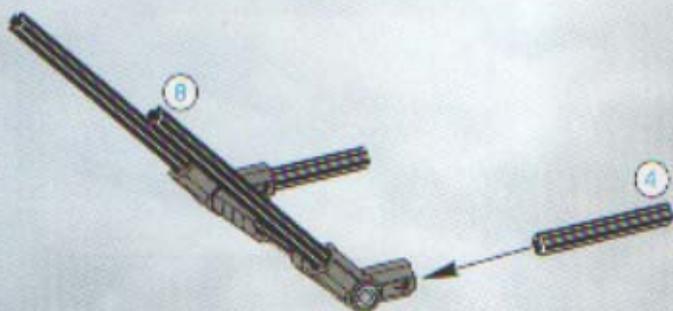
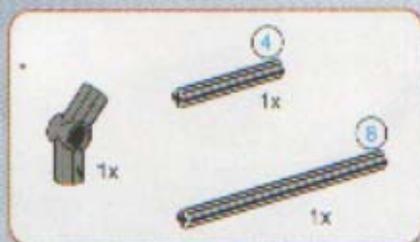


4

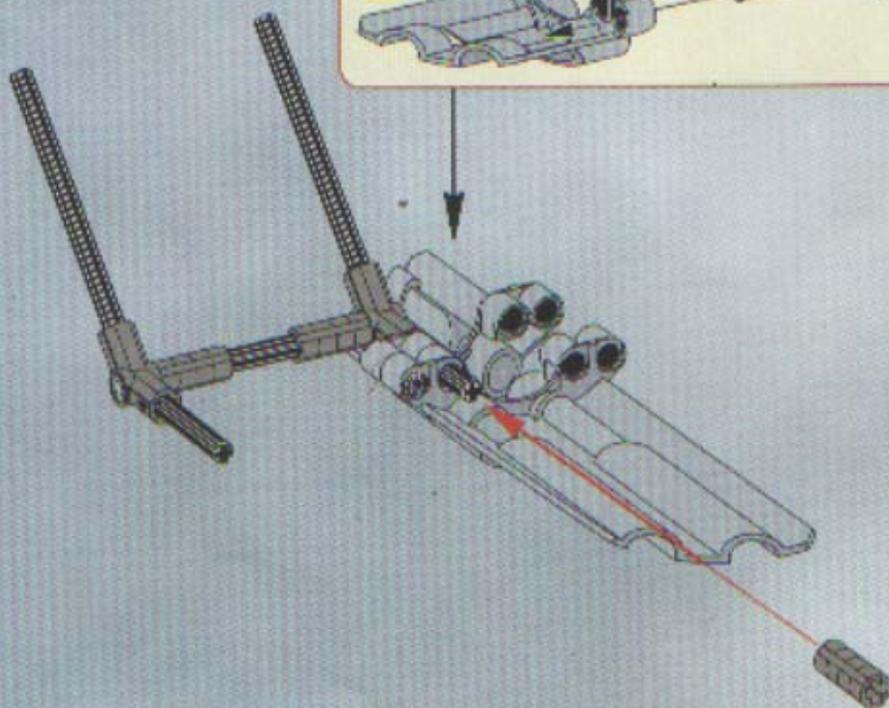
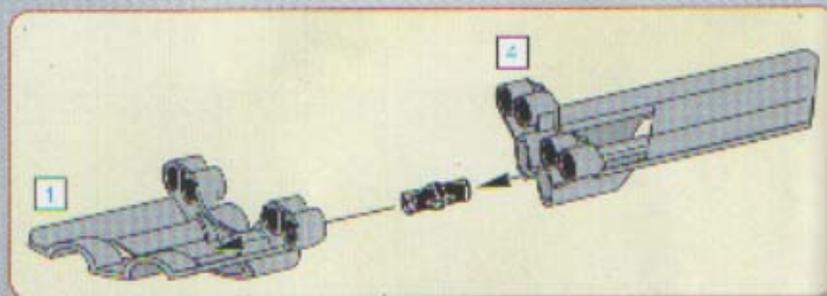
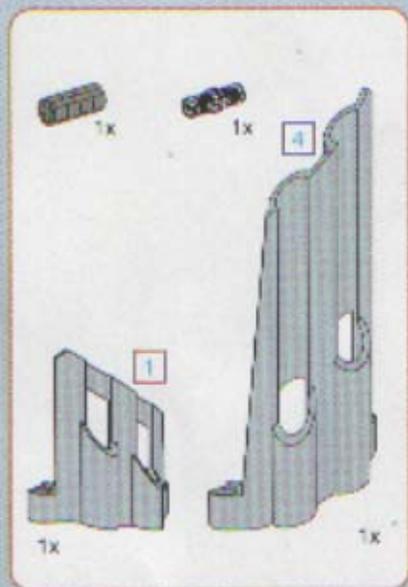


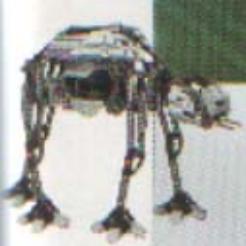


5

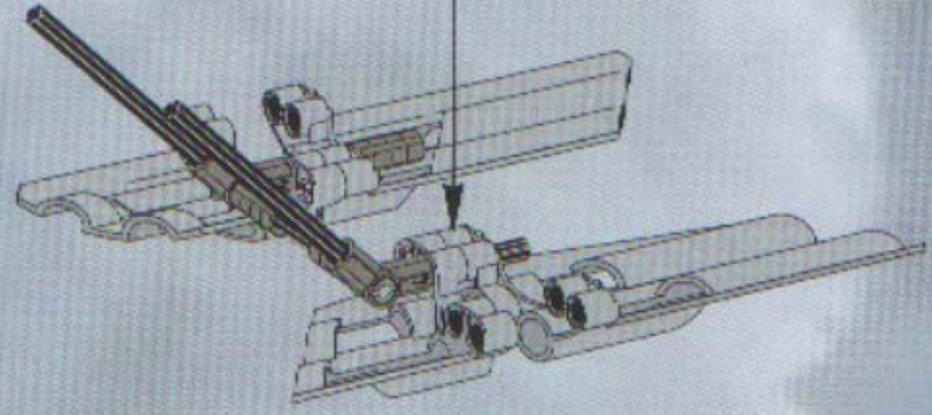
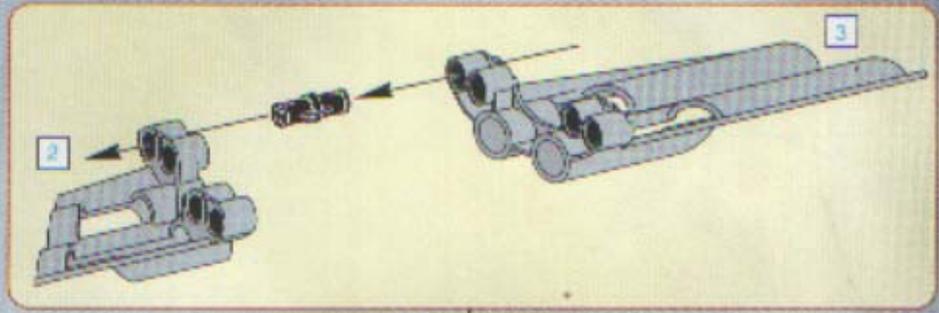
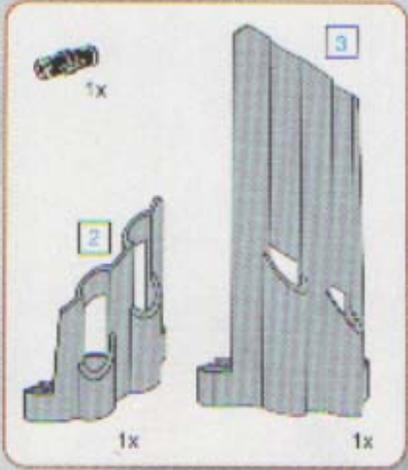


6

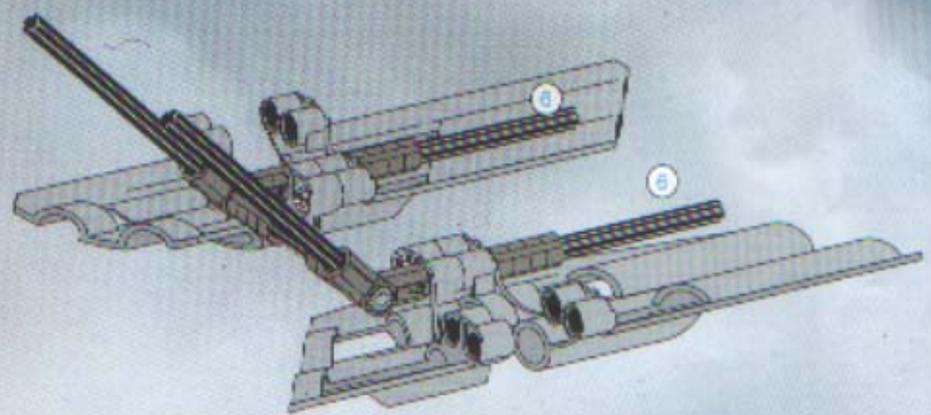


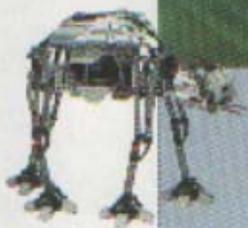


7

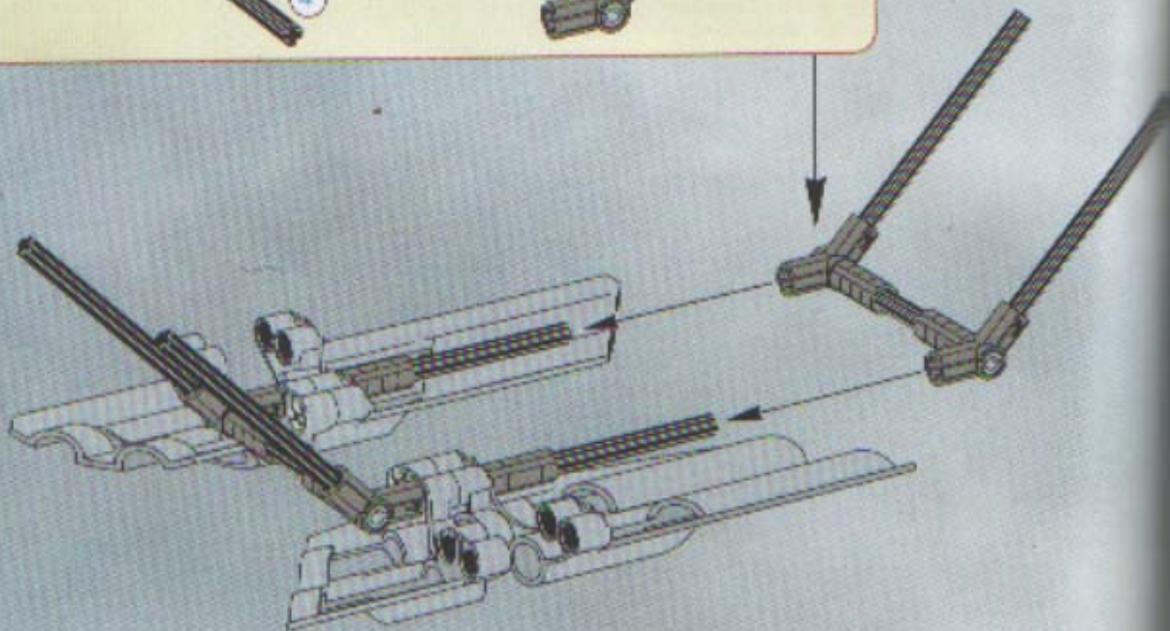
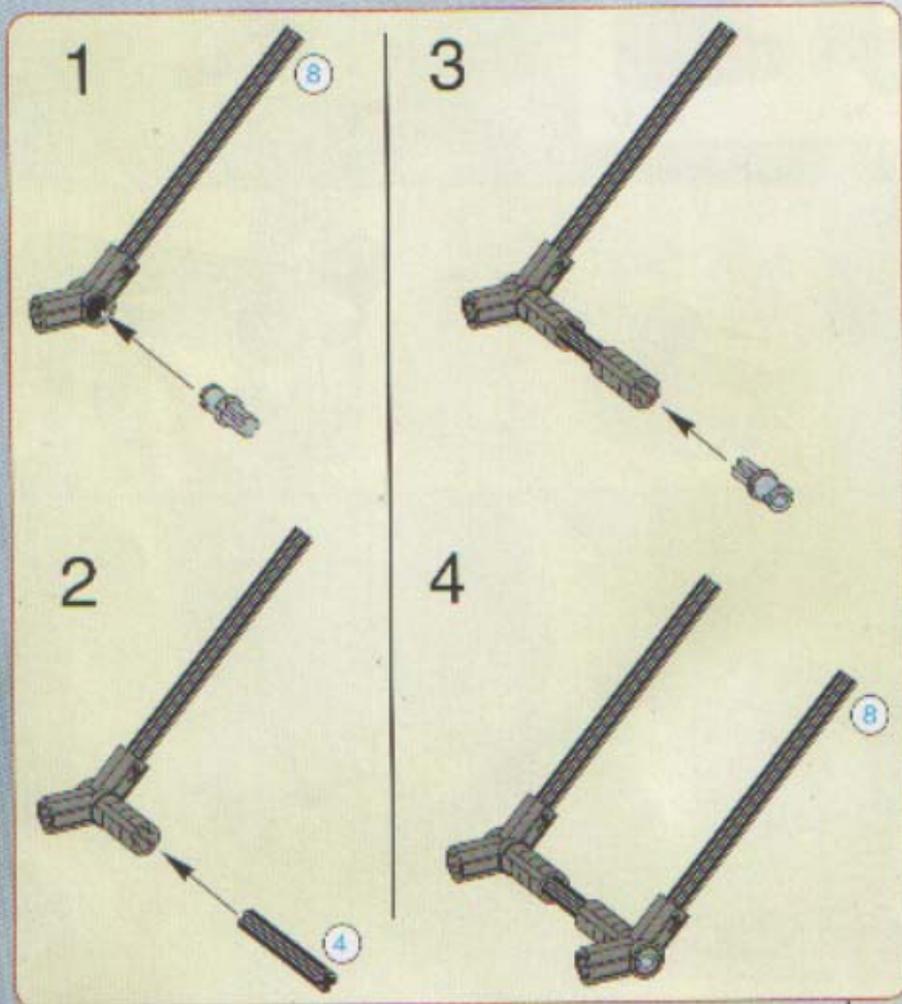
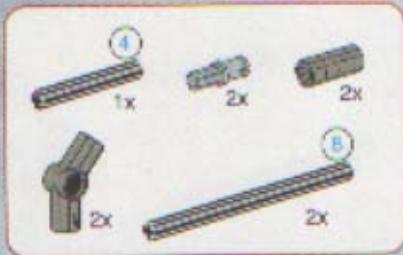


8



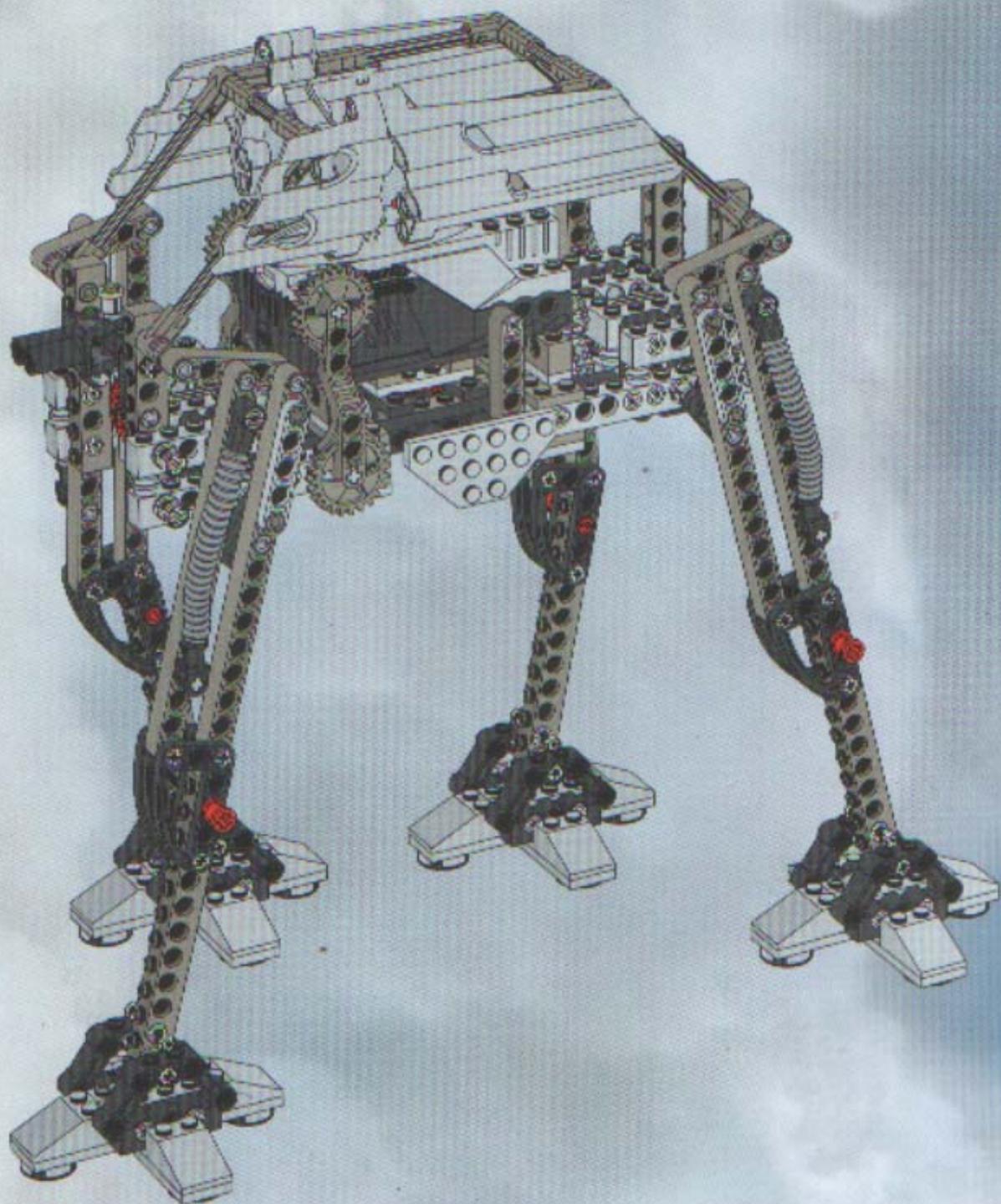


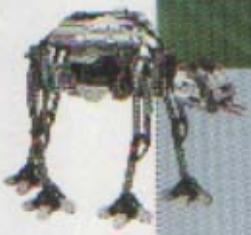
9



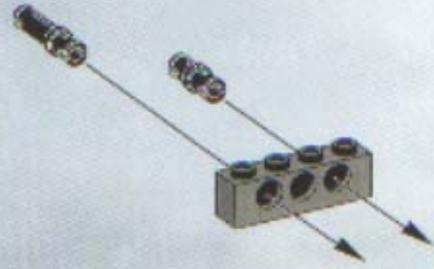
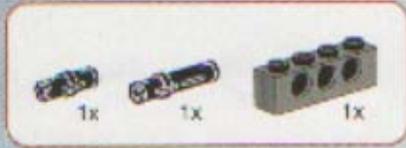


10

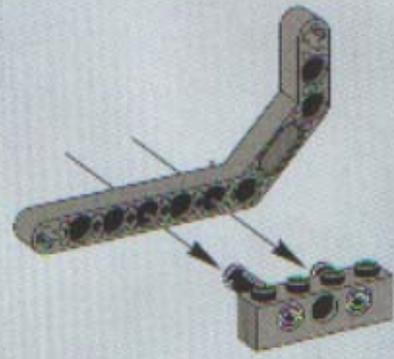




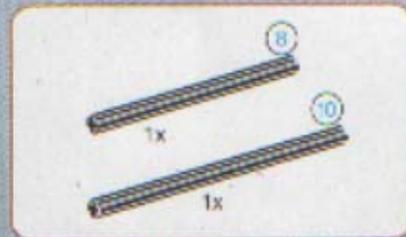
1



2

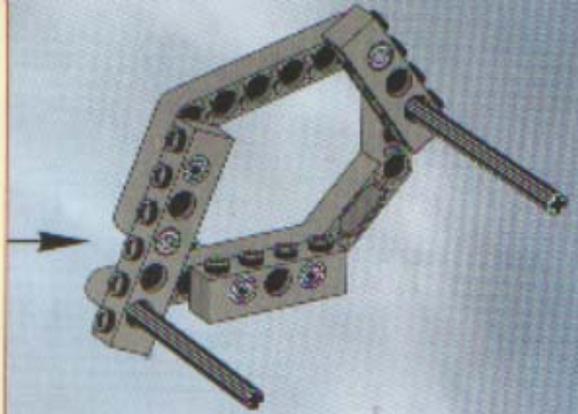
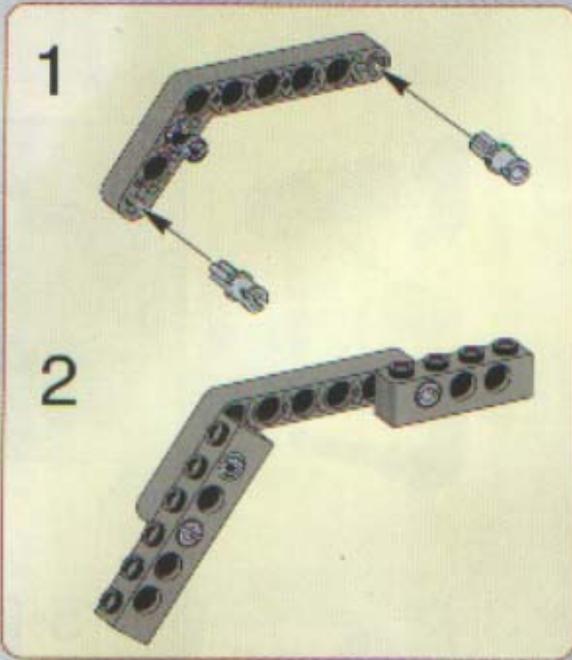
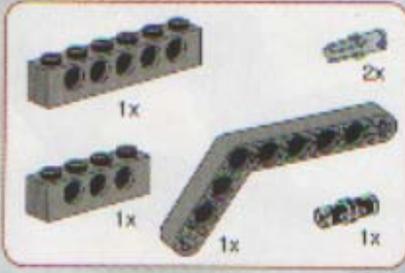


3

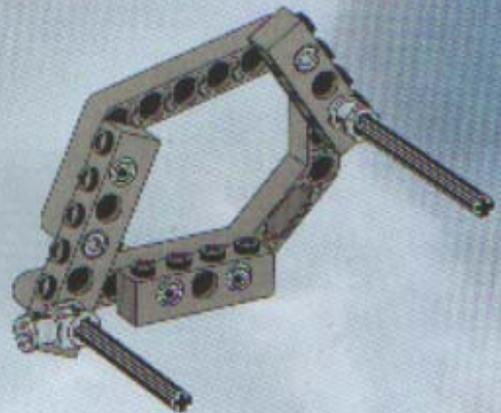




4

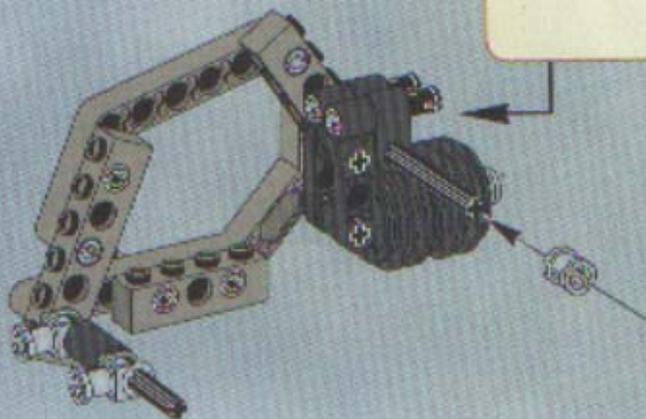
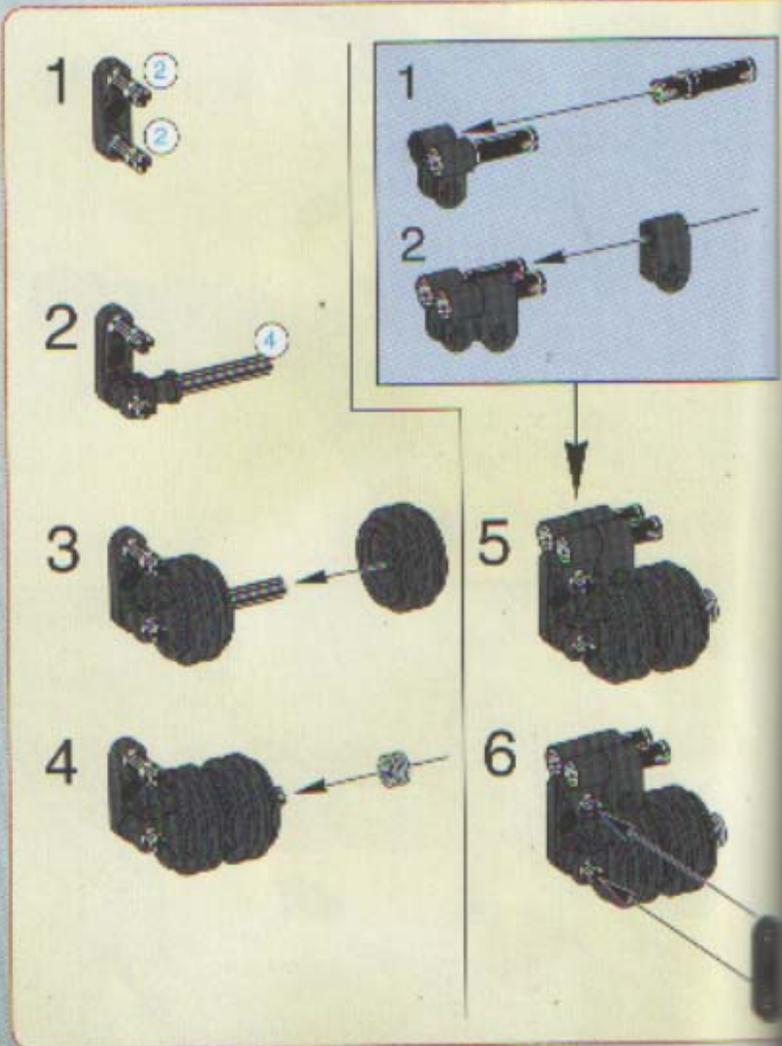
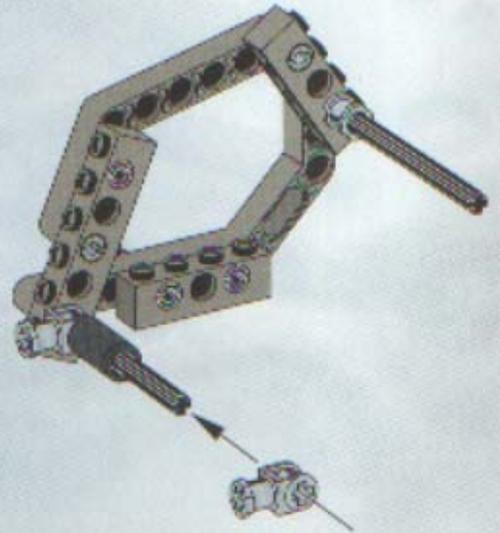


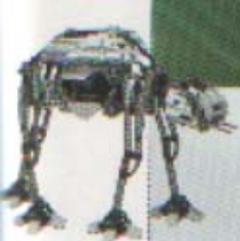
5



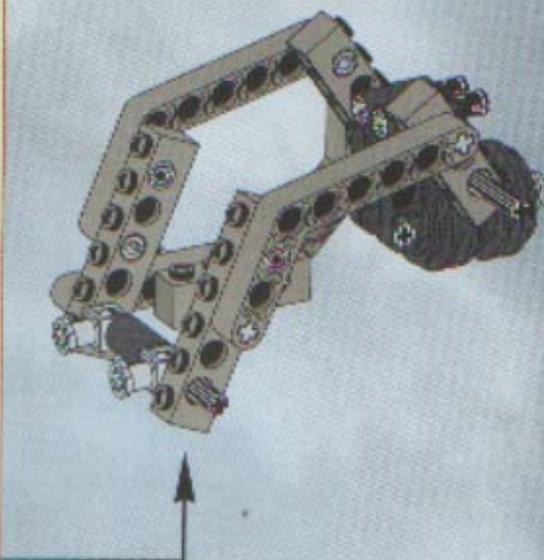
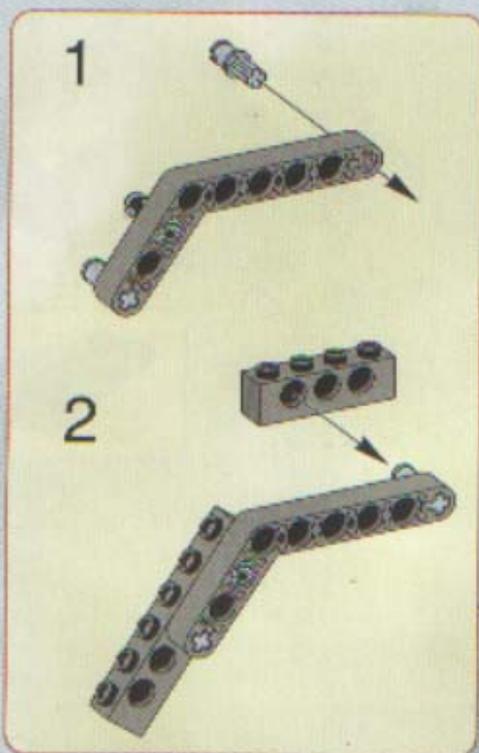
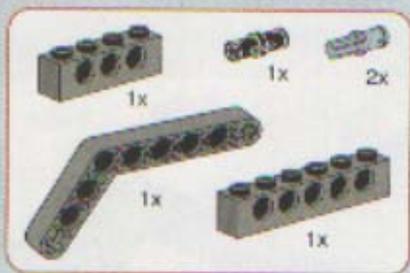


6

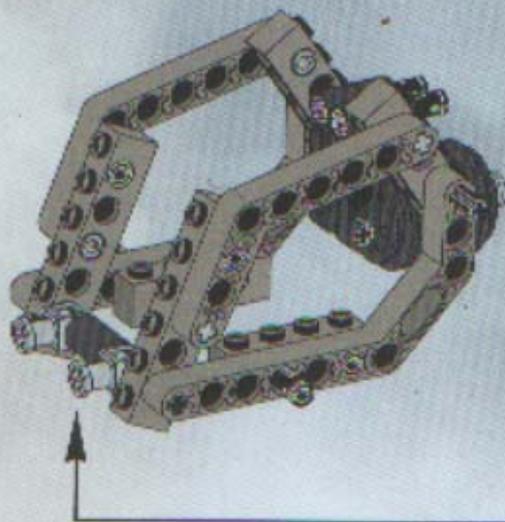
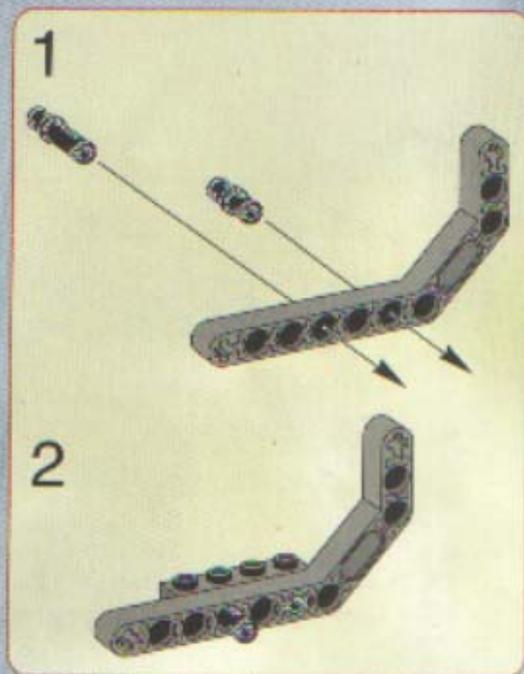
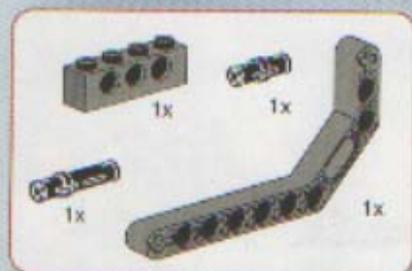




8

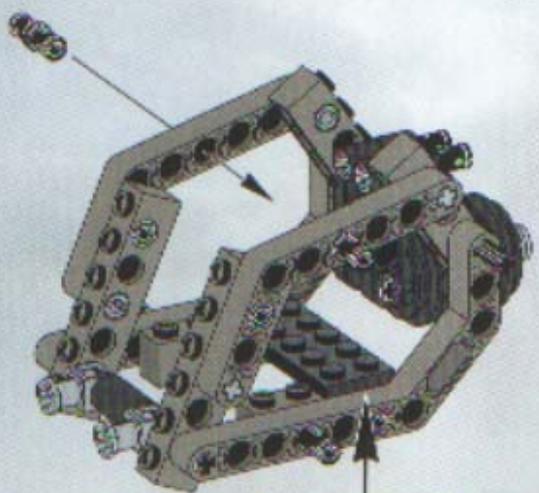


9

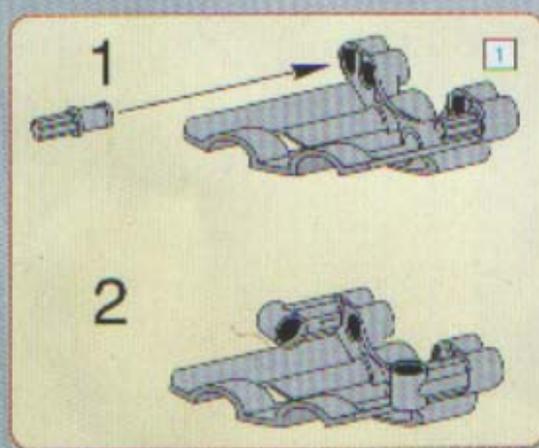
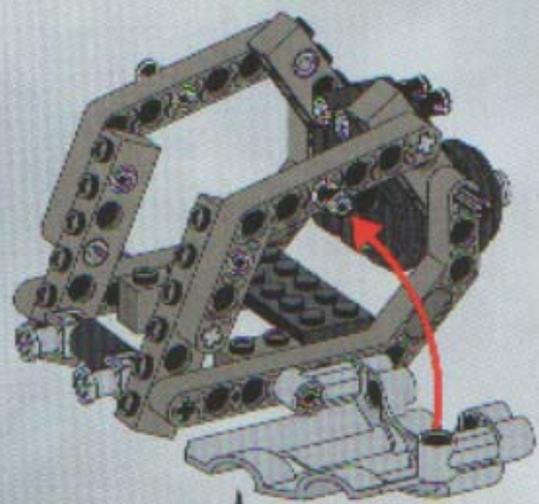
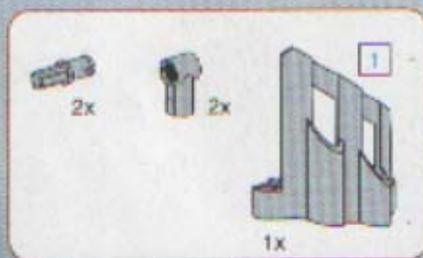




10

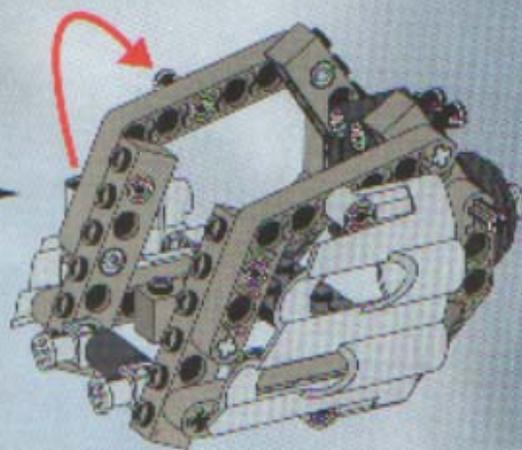
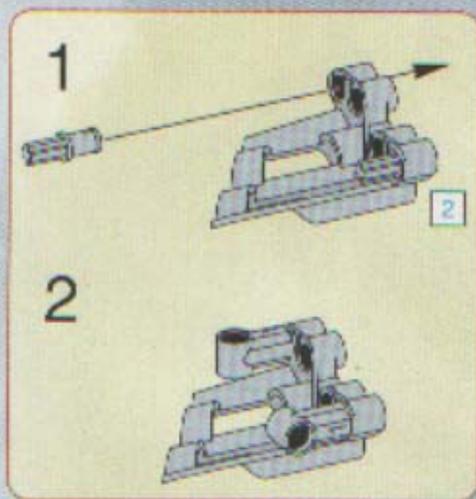
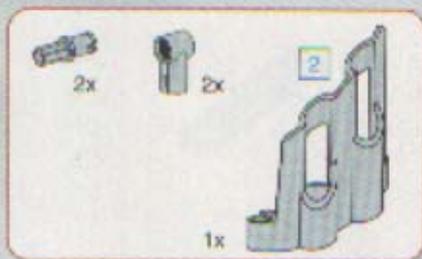


11

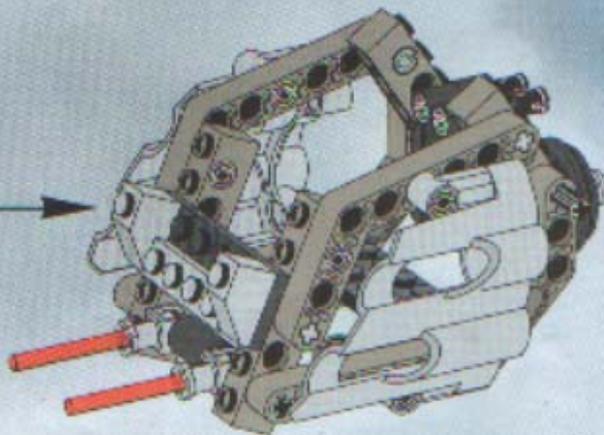
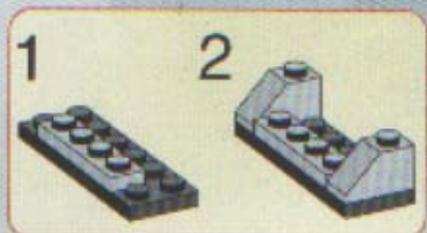
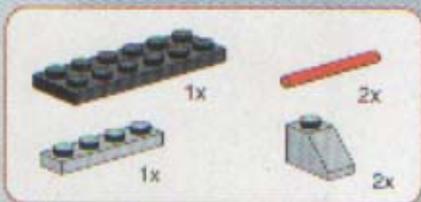




12

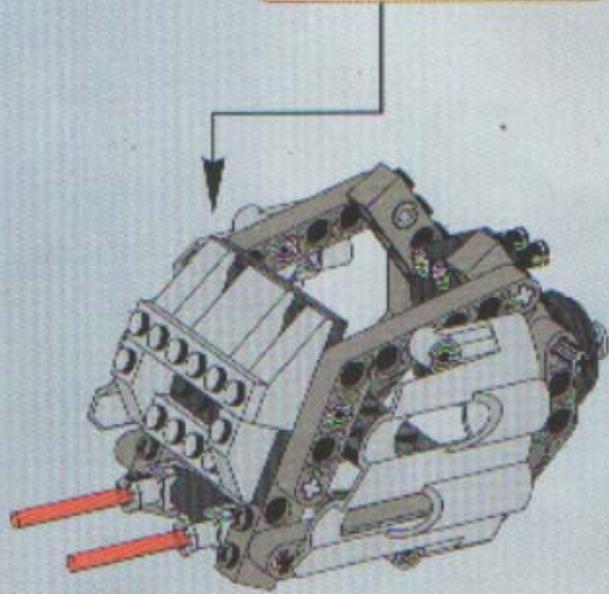
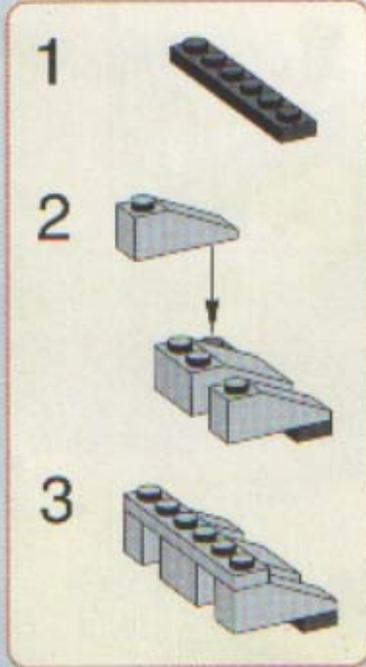
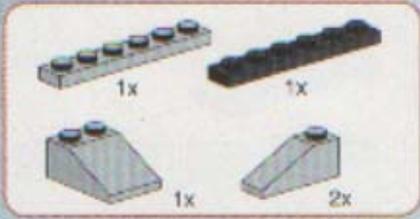


13



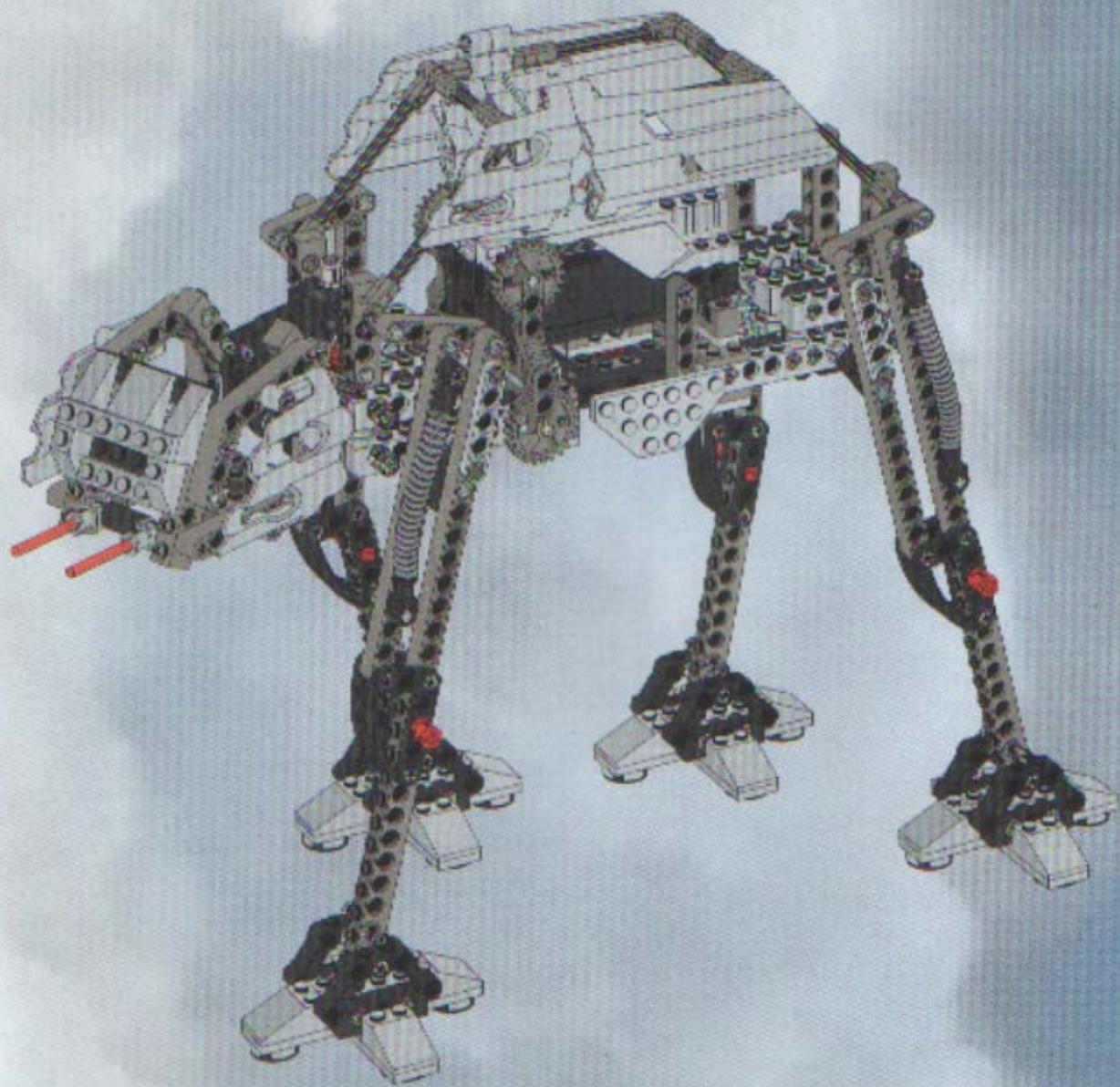


14

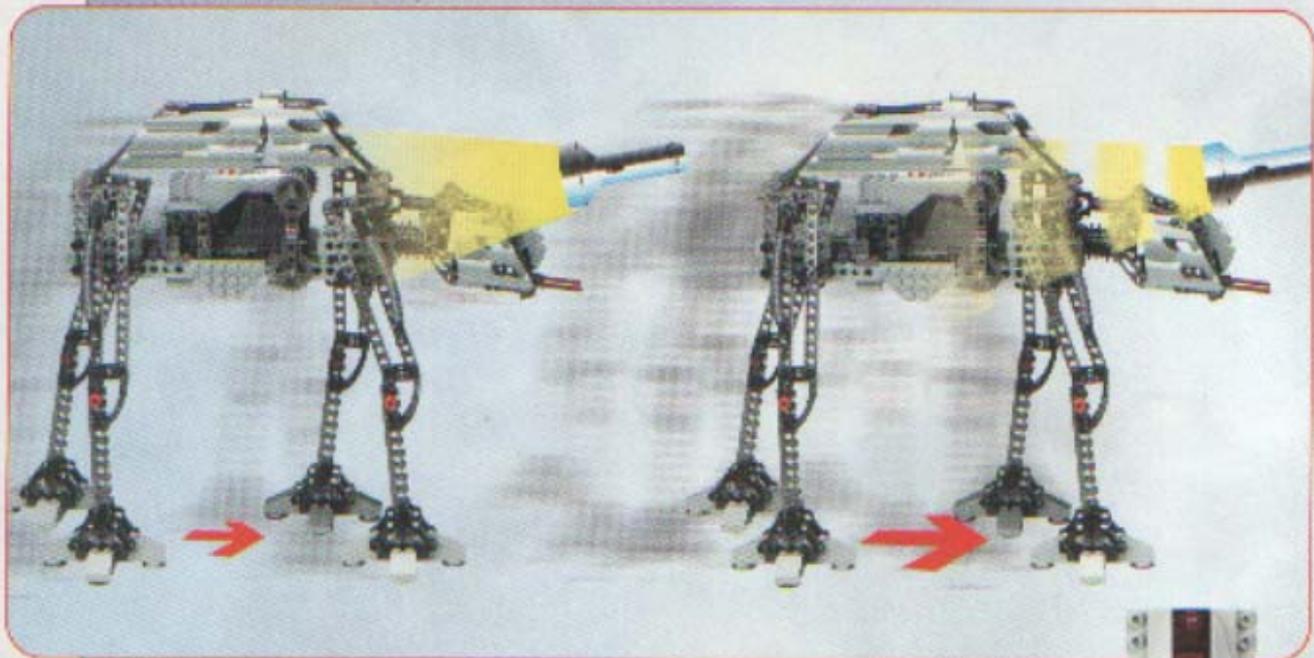




15



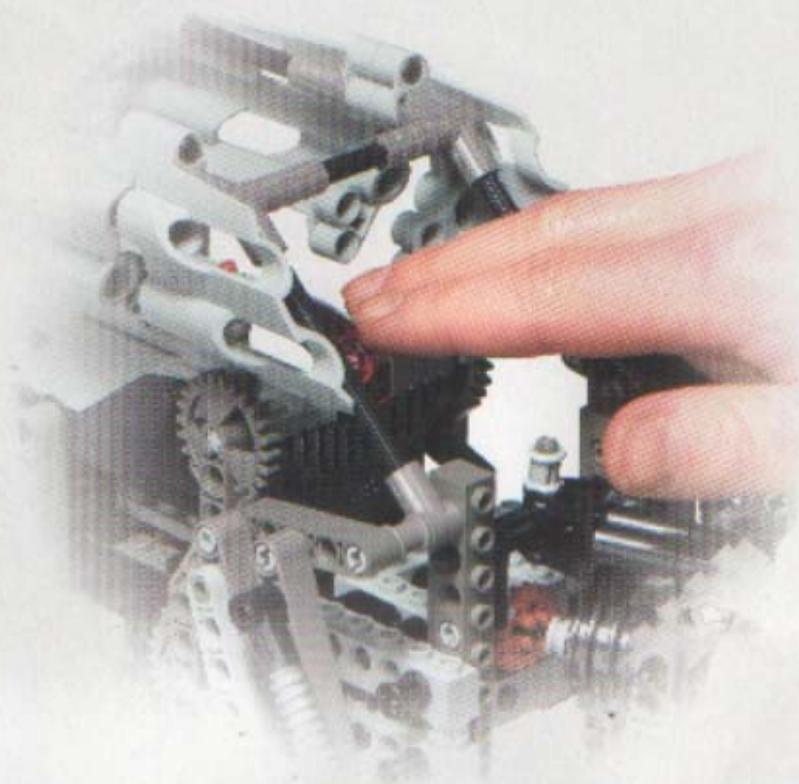
IN DECKUNG GEHEN



Mit Select (Auswahl) und Run (Start) führst du Programm 5 (In Deckung gehen) aus. Blinke den AT-AT kurz an, damit er sich in Bewegung setzt. Blinke ihn mehrmals kurz an, damit er schneller wird.



LICHTSTEUERUNG



Decke den Lichtsensor mit dem Finger ab. Mit Select (Auswahl) und Run (Start) führst du Programm 4 (Lichtsteuerung) aus.

Warte bis der Signalton aufhört. Wenn du jetzt den Finger anhebst, fängt der AT-AT an zu laufen. Um den AT-AT anzuhalten, brauchst du nur den Lichtsensor abzudecken oder das Licht im Zimmer auszuschalten.

Der AT-AT kann auch über ein Blitz- oder Blinklicht gesteuert werden. In Buch 1 findest du auf Seite 8 weitere Informationen dazu.

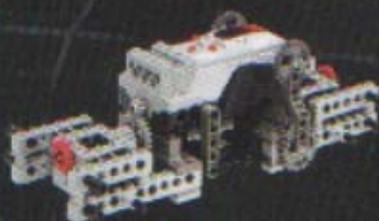
AAT - CHALLENGE

631A

Lies auf Seite 8 nach,
wenn du den X-Frame
noch nicht gebaut hast.



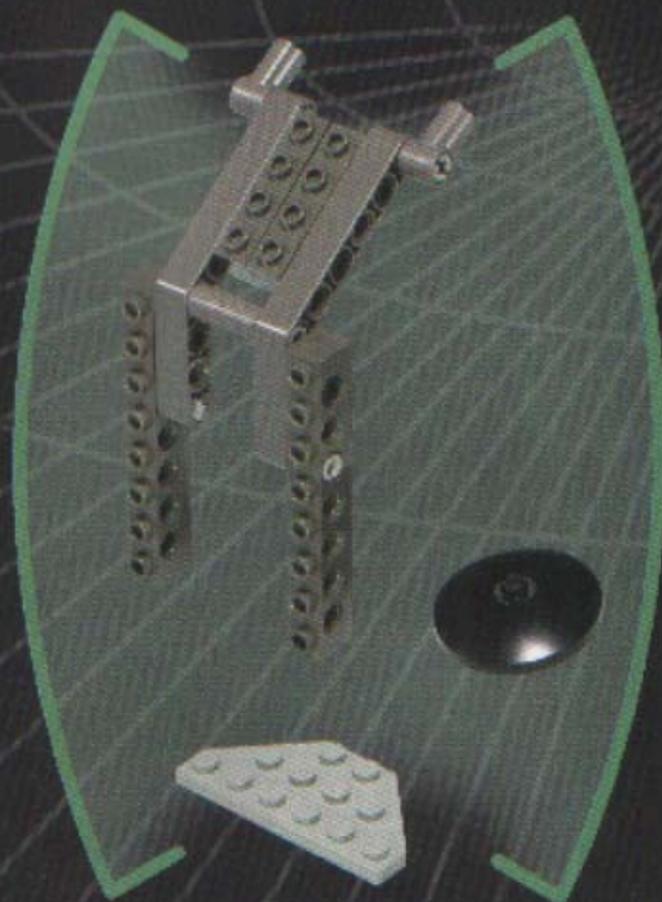
24275



Stütze für vordere Panzerung
(zum Einrasten in den X-Frame)

1

Bist du bereit für die letzte und schwerste
Prüfung, Sith Meister?
Wenn ja, so sieh dir die Pläne des
Handelsföderation AAT genau an und
versuche dann selbst einen zu bauen.



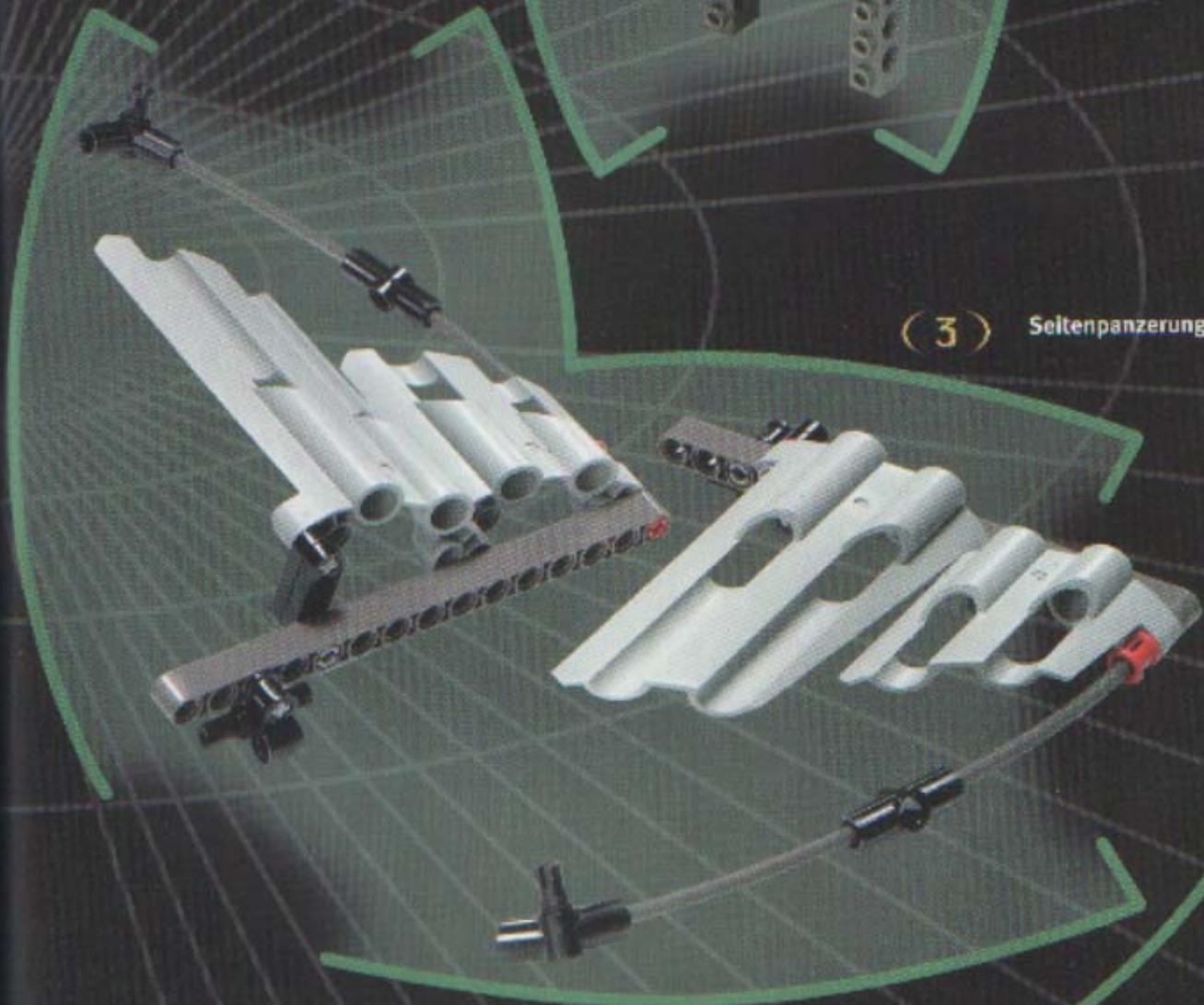
(2)

Antrieb für Geschützturm
(zum Anbau an das hintere
Antriebszahnrad)



(3)

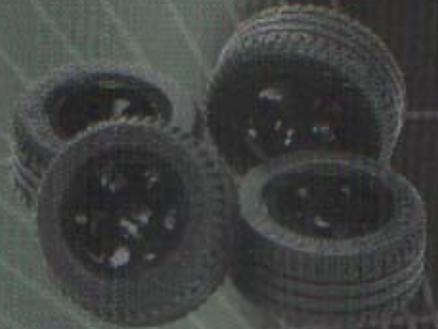
Seltenpanzerung



Weltere Hilfe und nützliche Informa-
tionen findest du auf der Seite
www.legomindstorms.com/darkside

(4)

Vorderer Grill



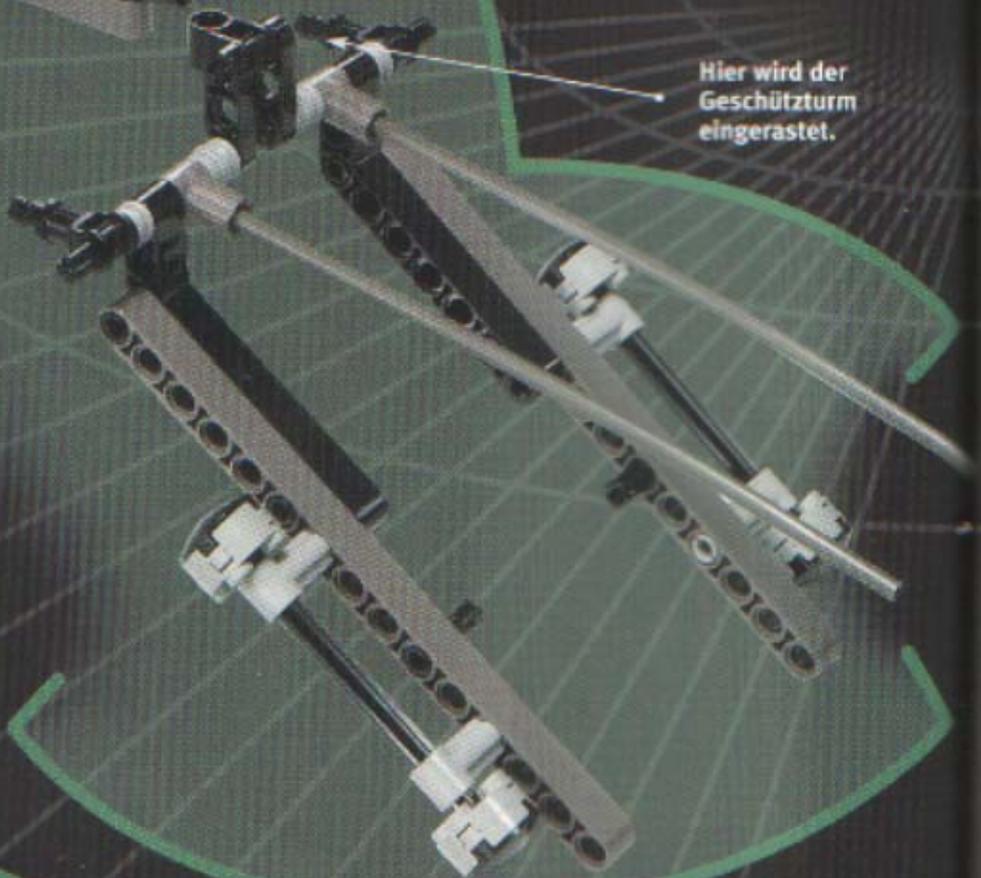
Die Räder werden an den Antrieb der vorderen und hinteren Achse angebaut.

(5)

Hier wird der Geschützturm eingearastet.



Zentraler Tragrahmen
des Handelsföderation AAT



3/6

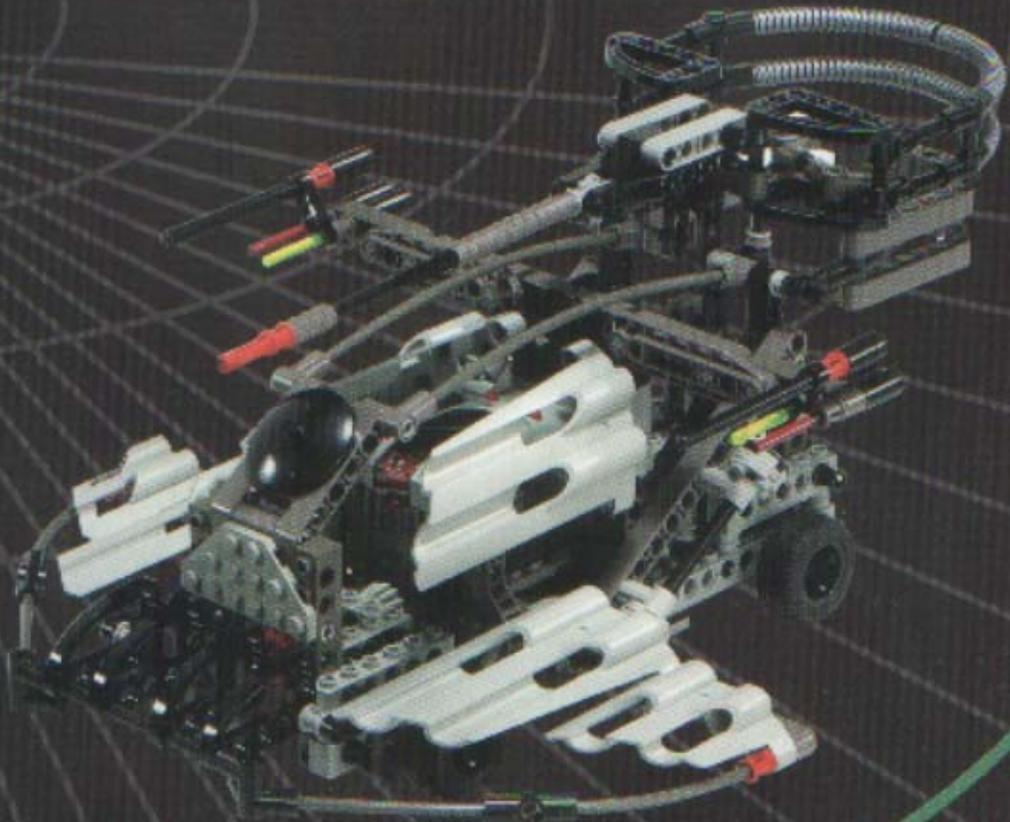
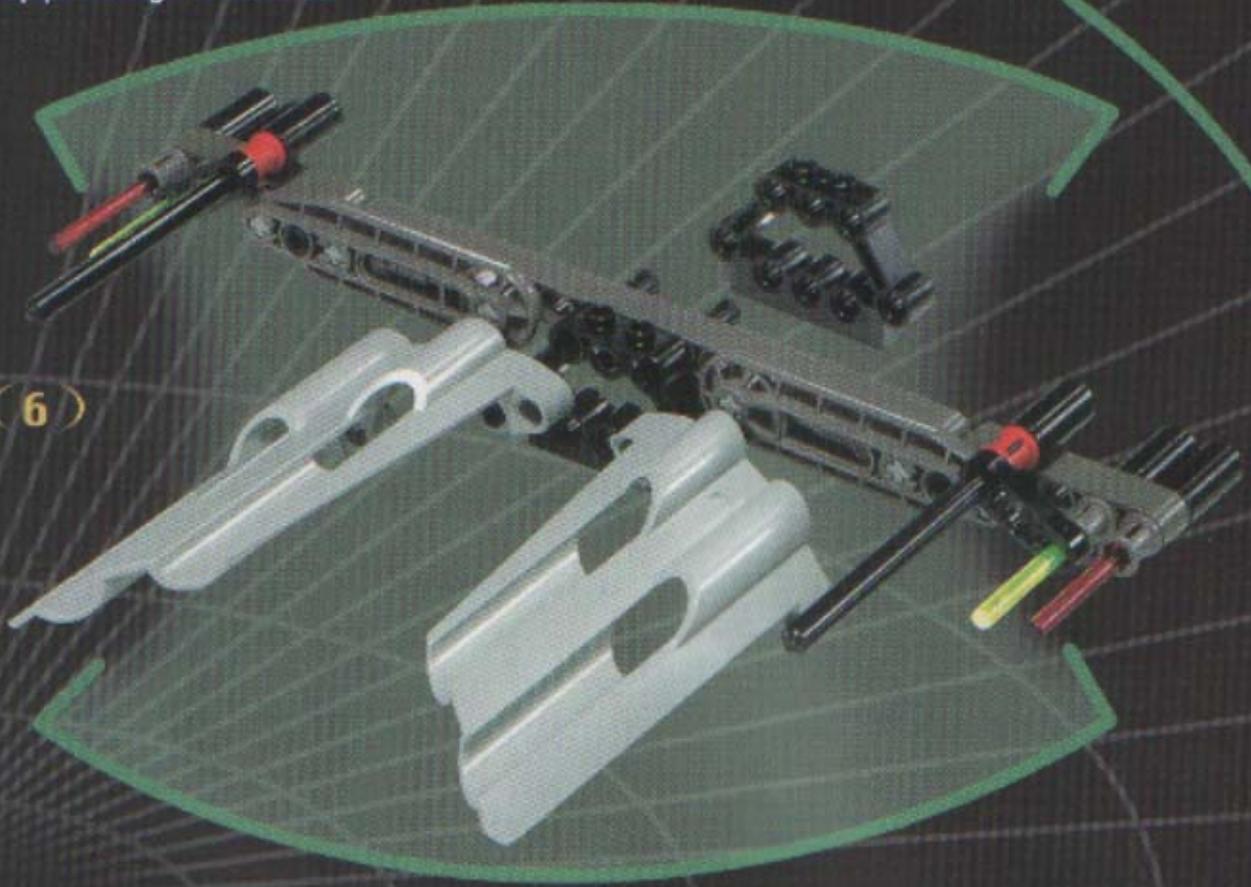
4-5

1/20

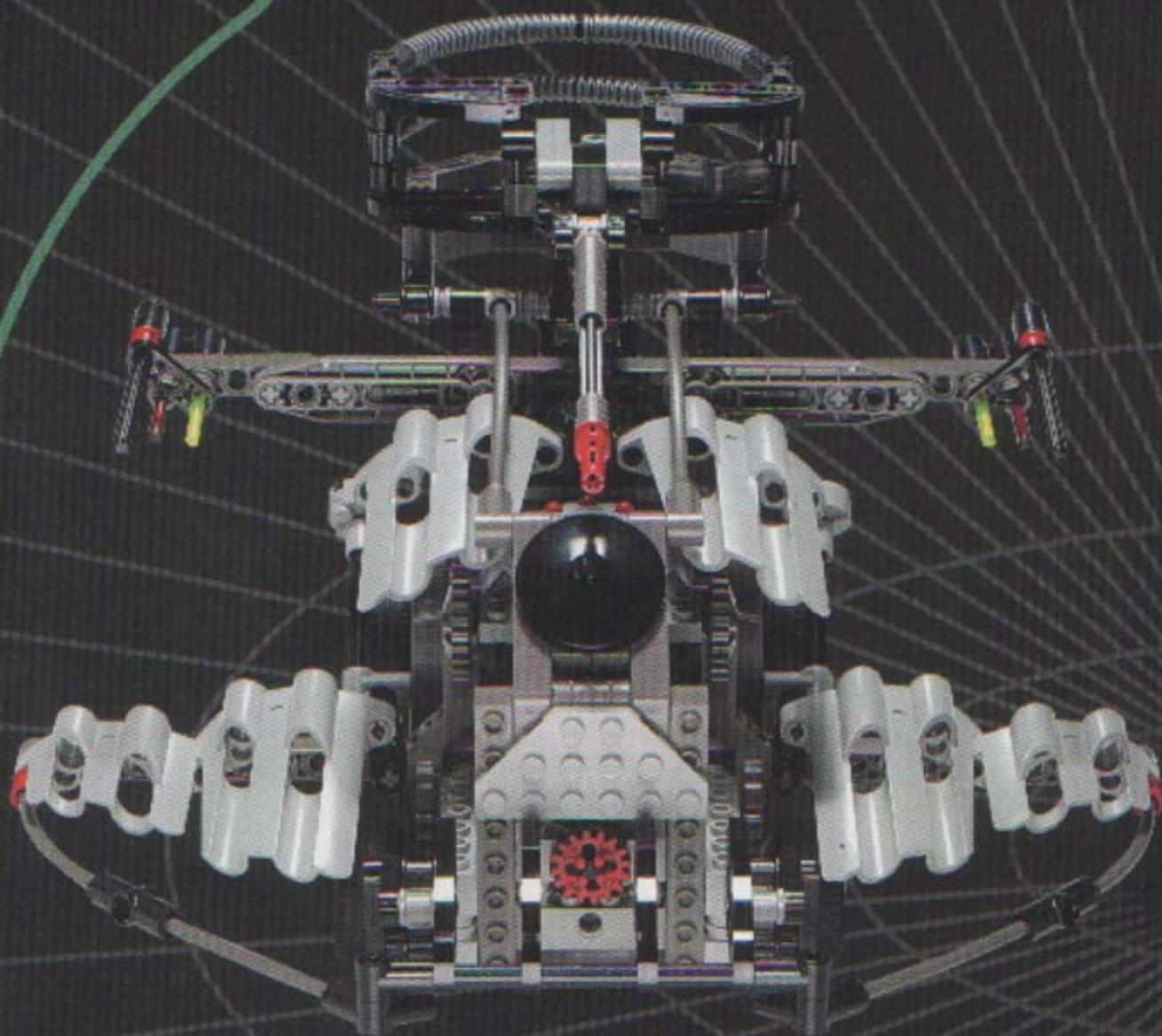
21.04

Hauptpanzerung und Geschütze

6



- 4/4
- 6-6
- 979
- 7227



5/6

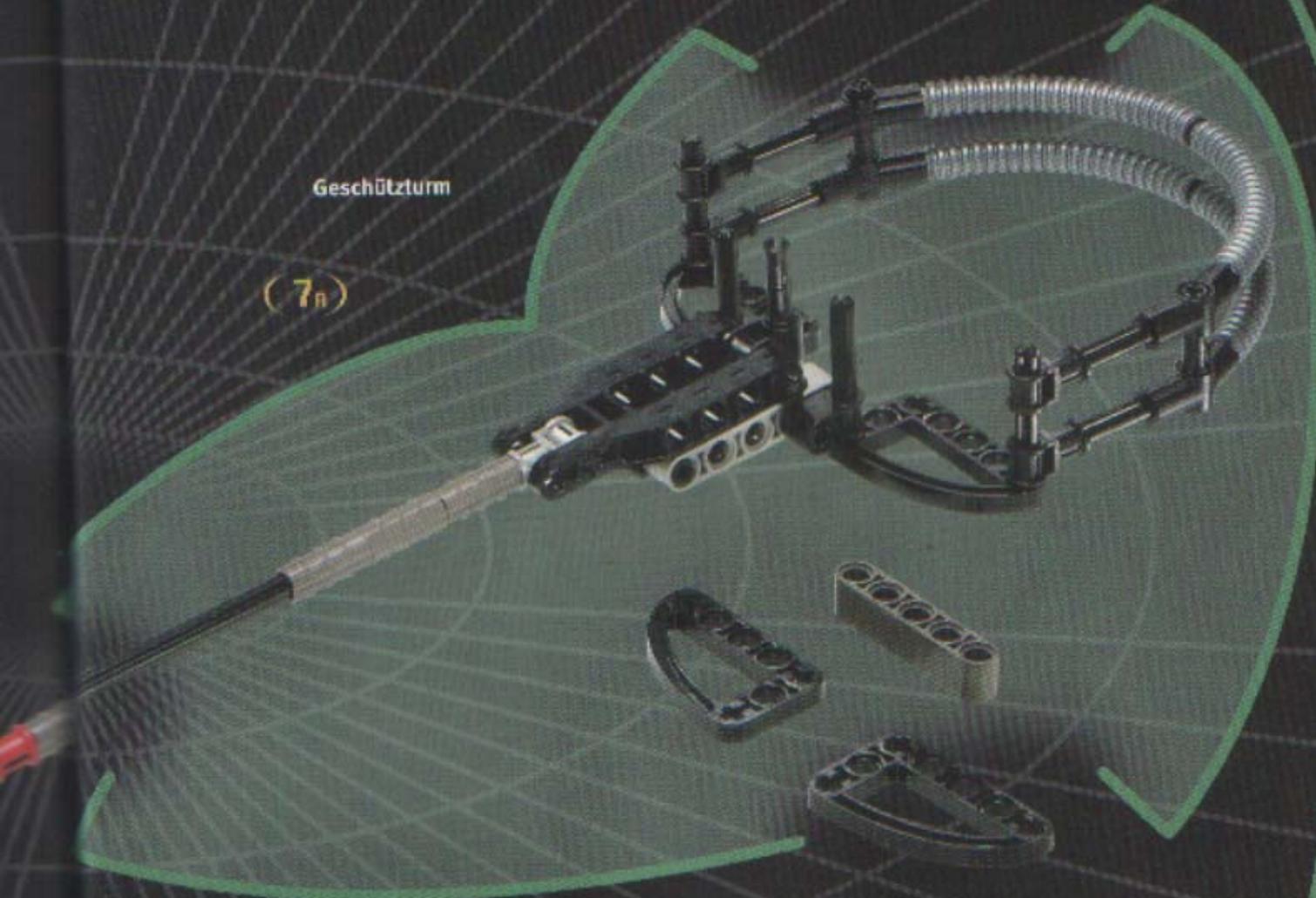
8-8

0770

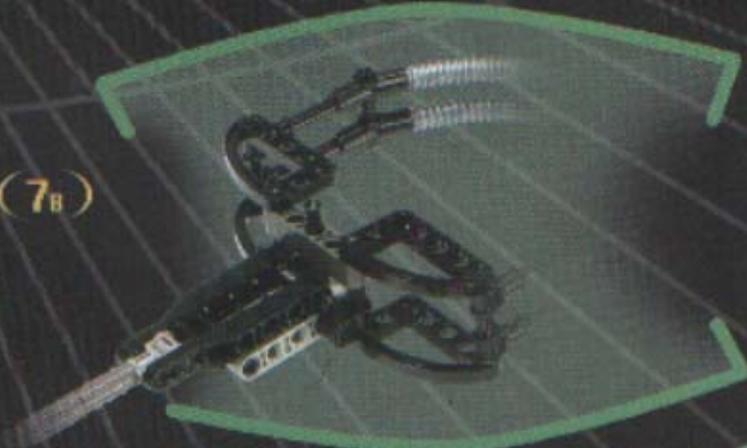
01.17

Geschützturm

(7B)



(7B)



6/4
7-8
9/10

SWAMP CREATURE CHALLENGE

051A

Lies auf Seite 8 nach,
wenn du den X-Frame noch
nicht gebaut hast.



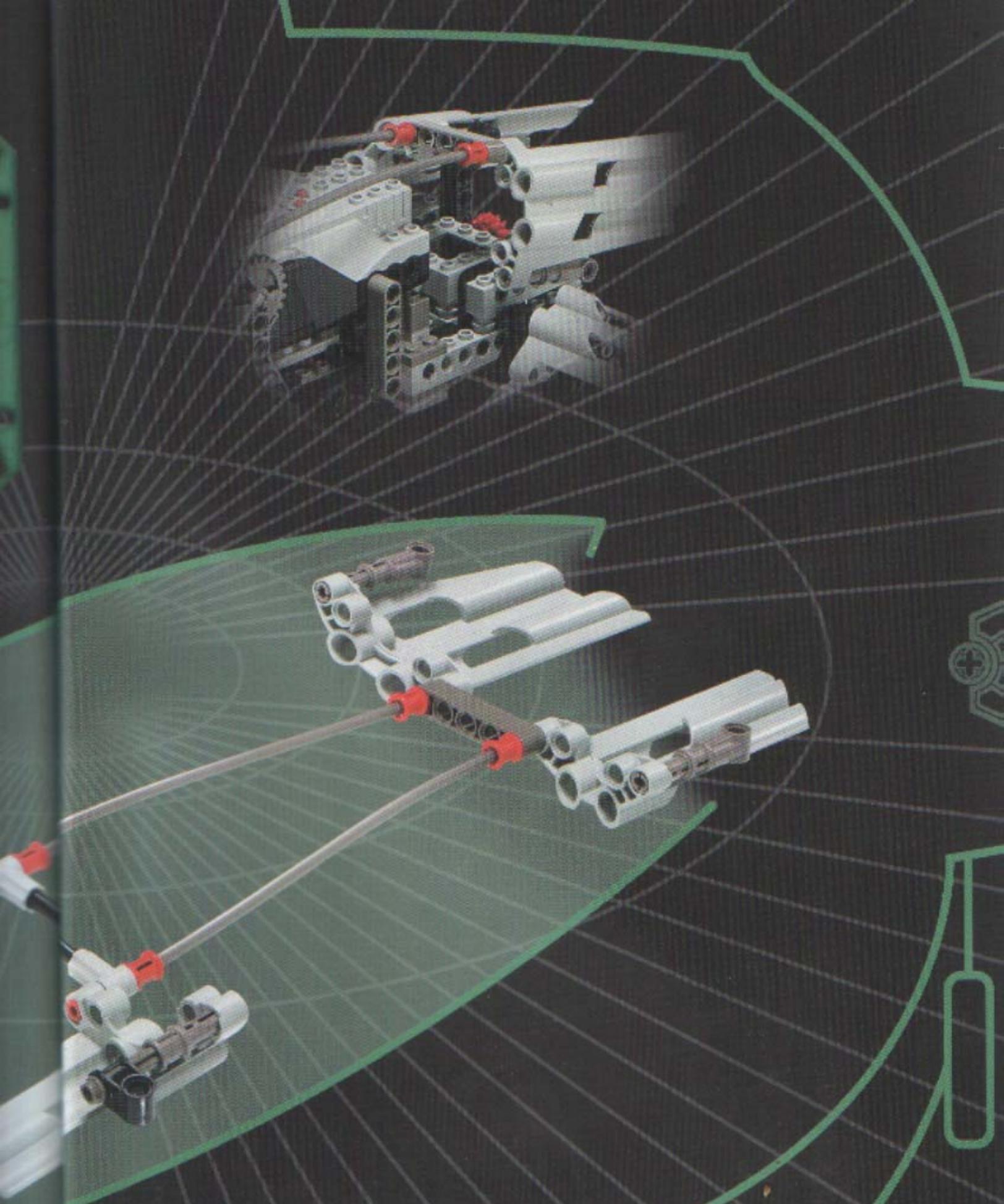
04175



Sith Meister, mit diesen geheimen
Plänen kannst eine laufende Swamp
Creature bauen.

(1)

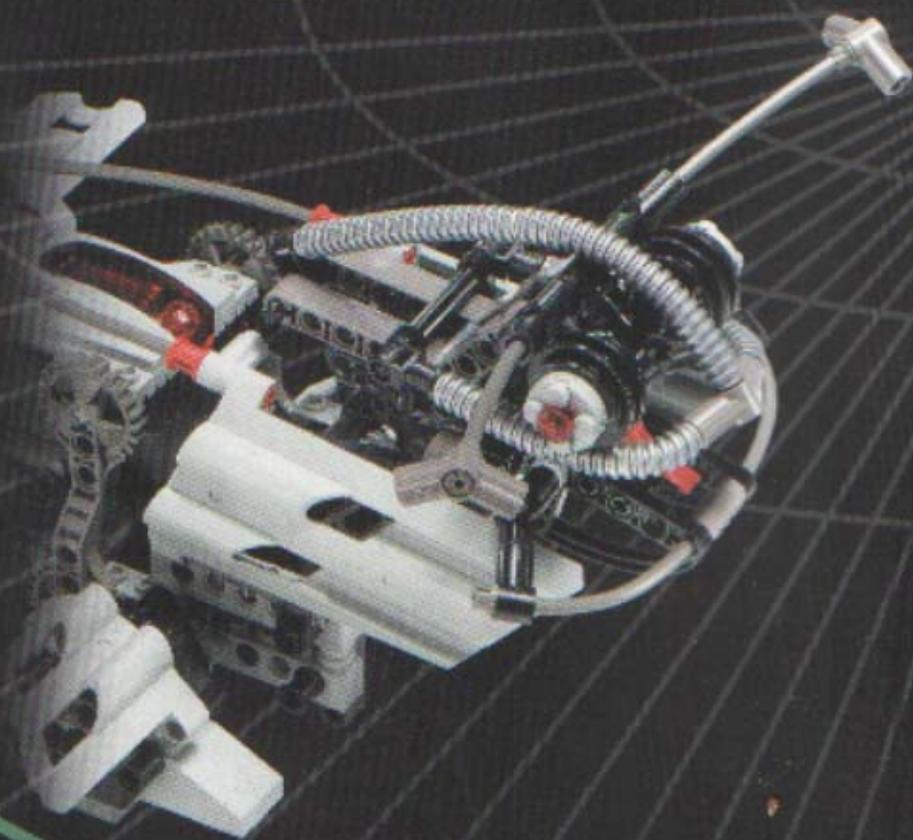
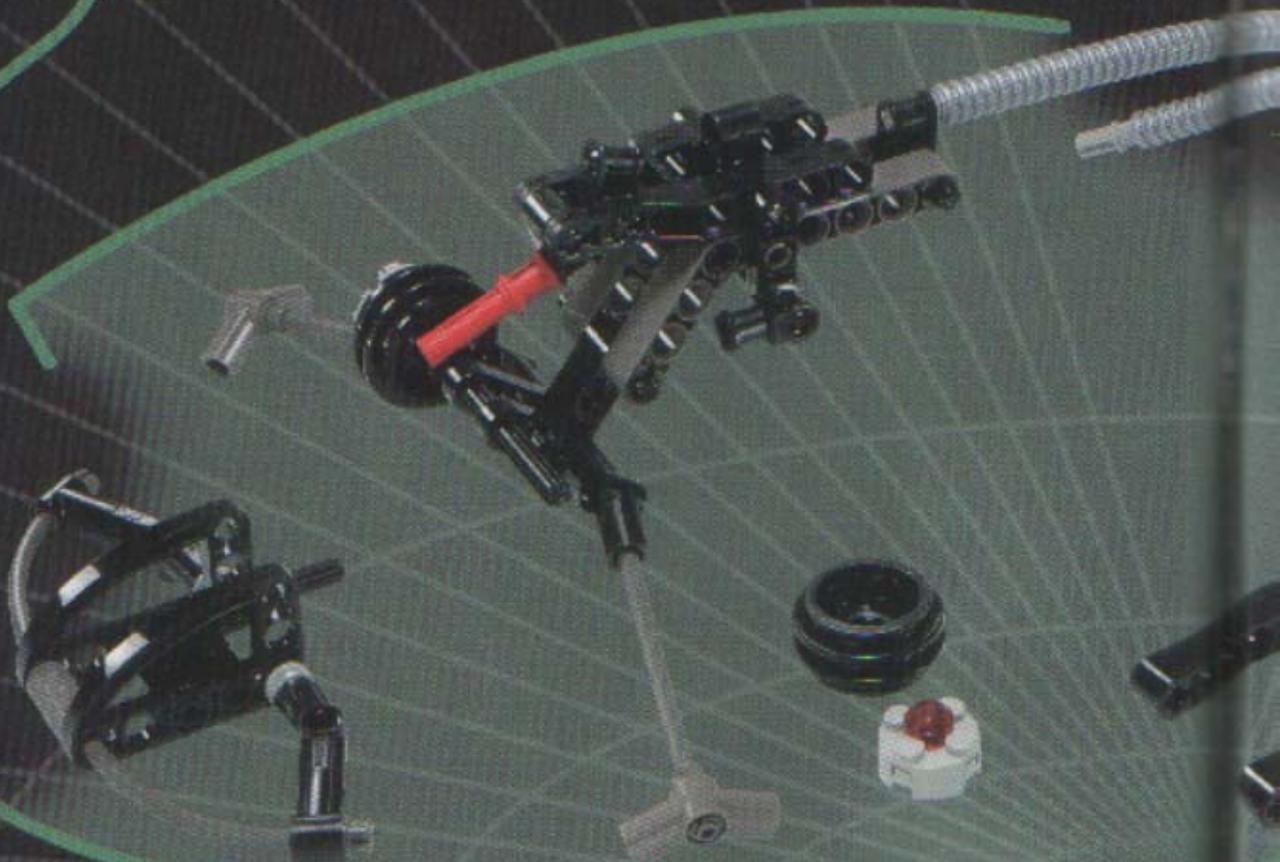
Rumpf der Swamp Creature



Weitere Hilfe und nützliche Informationen findest du auf der Seite www.legomindstorms.com/darkside

(2)

Kopf und Mund der
Swamp Creature
(bei umgedrehtem
Rumpf)

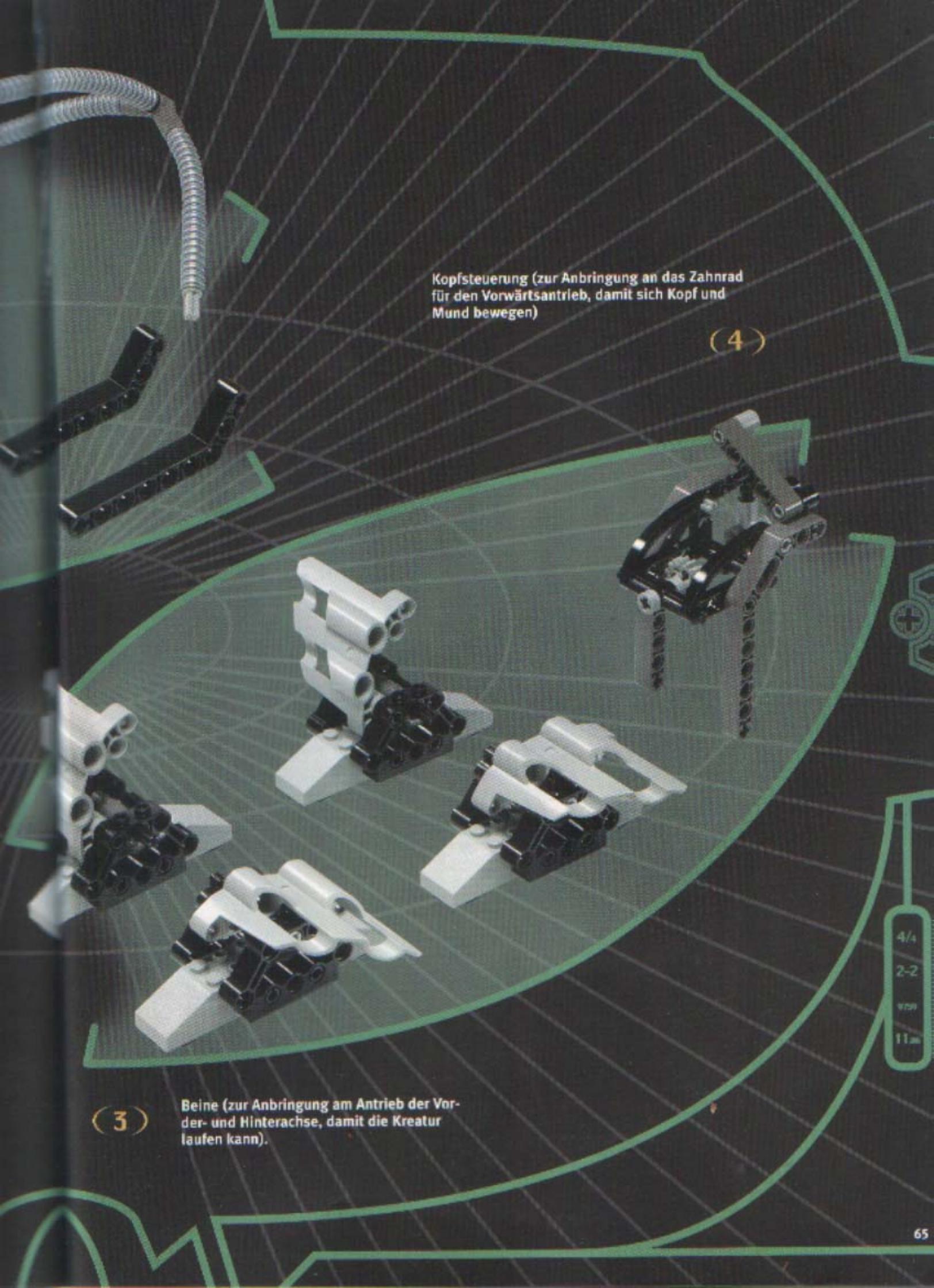


3/4

2-2

4238

01.04



Kopfsteuerung (zur Anbringung an das Zahnrad für den Vorwärtsantrieb, damit sich Kopf und Mund bewegen)

(4)

(3)

Beine (zur Anbringung am Antrieb der Vorder- und Hinterachse, damit die Kreatur laufen kann).

4/4

2-2

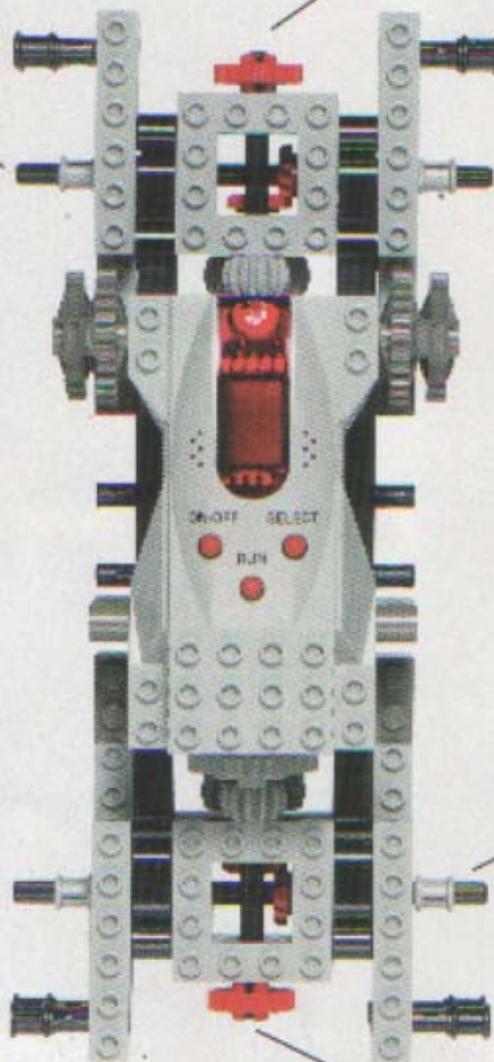
11a

11a

TIPPS & TRICKS

Das Bild unten zeigt dir, wie der X-Frame funktioniert.
Für die Konstruktion deiner eigenen Modelle kannst du jeden der Frames (Micro Frame, Y-Frame oder X-Frame) benutzen.
Sie bilden jeweils das Kernstück, um das herum die Roboter, Transportgeräte und Kreaturen gebaut werden.

Antrieb der Vorderachse (zur Anbringung von Rädern und Beinen).



Antriebszahnrad

(für den Betrieb vorne angebrachter Elemente).

Antrieb der Hinterachse

Antriebszahnrad

(für den Betrieb vorne angebrachter Elemente).

SETZE DEINE REISE FORT

Setze deine Fähigkeiten als Sith-Konstrukteur ein, um die Elemente aus dem Droid Developer Kit mit dem X-Frame aus diesem Paket zu kombinieren.



Wenn du alle drei Bücher durchgearbeitet hast, verfügst du jetzt über die Fähigkeiten eines Sith Meisters. Doch deine Reise ist deshalb noch längst nicht vorbei – ein wirklicher Sith Meister hört niemals auf, sich seiner oder ihrer Kunst zu widmen.

Du kannst ganz neue Modelle erfinden und deine Erkundungen auf der Webseite von LEGO MINDSTORMS (www.legomindstorms.com) weiter fortsetzen. Auch auf der Seite www.starwars.com erfährst du mehr über die Sith und die Werkzeuge der Dunklen Seite.

Herzlichen Glückwunsch, Sith Meister, und möge die Macht mit dir sein.



MINDSTORMS™

www.legomindstorms.com

4100072

